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POKÉMON

THE ULTIMATE COLLECTOR'S GUIDE

INSIDE

EVERY POKÉMON IN THE POKÉDEX

WILD CARDS

Everything you need to know about the trading card game and TCG Pocket

ICONIC GAMES

Chart the history of Pokémon and discover the most important games

Digital Edition

FUTURE

FIRST EDITION

WELCOME

The world of *Pokémon* is constantly expanding; the humble roster of 151 monsters has swelled to over a thousand over the last 20 years. So how do you keep up? Well, in this Pokémon-packed special, we will showcase the entire Pokédex, detailing all the Pocket Monsters from Bulbasaur (001) to Pecharunt (1025). Exploring these creatures by their regional habitats, we'll also showcase some of the most notable monsters you might want to consider adding to your team – regardless of whether you're a die-hard battler or a humble creature collector.

Of course, no *Pokémon*-themed bookazine is complete without a look at the series itself, its origins and what makes it so special. We will explore the most critical games in the series while examining the best animations and movies. Finally, we'll put the trading card game under the microscope and analyse *Pokémon*'s place in the world today. Does that sound Super Effective? Well, get ready to enter the world of *Pokémon*!

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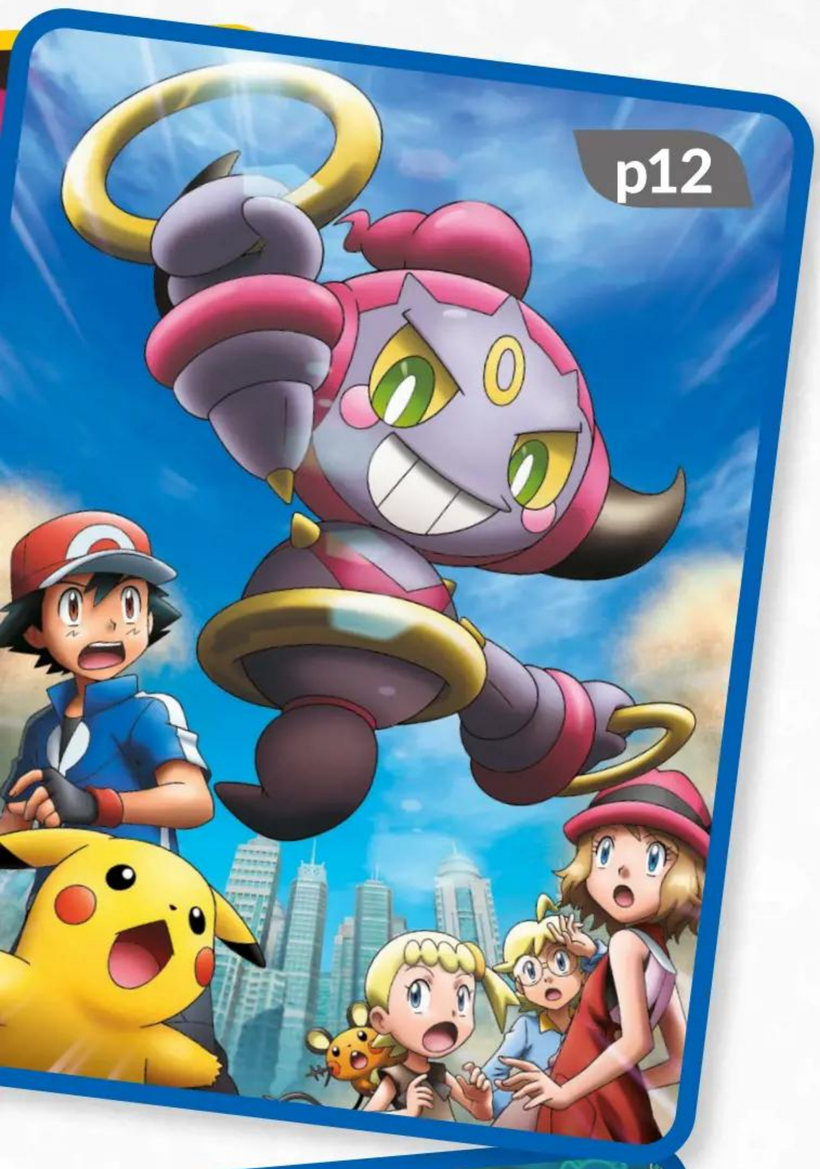

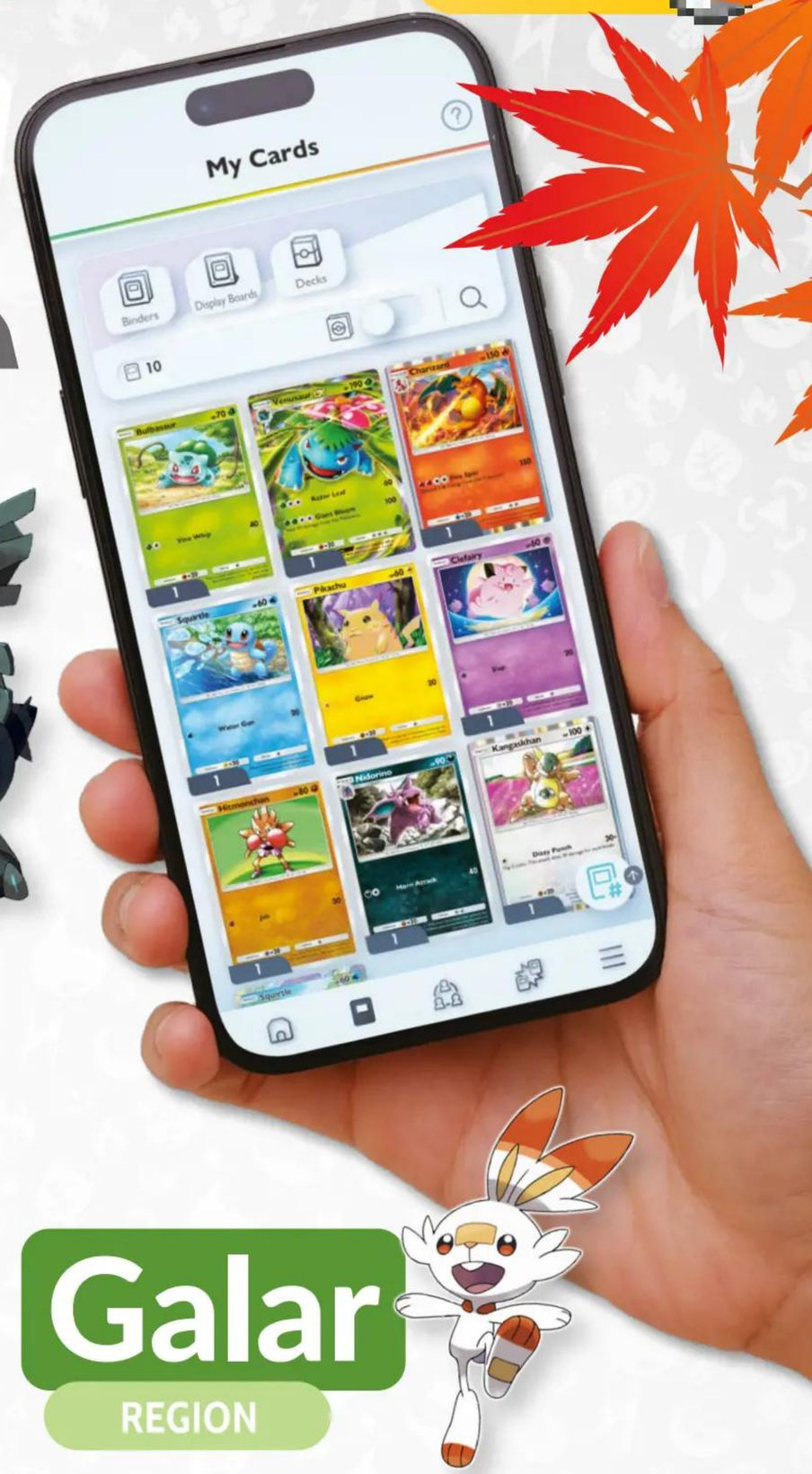

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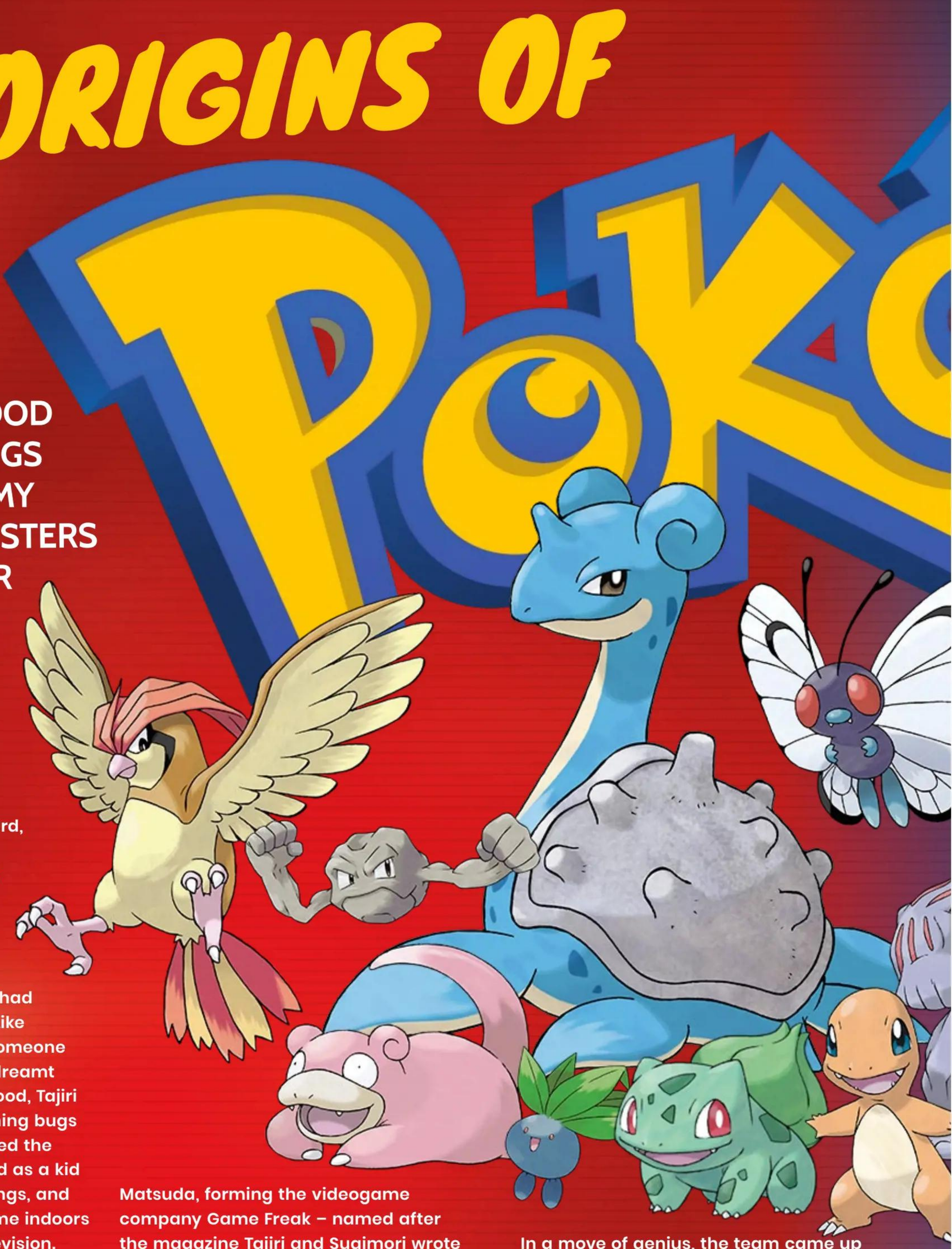
THE ORIGINS OF POKÉMON

HOW A CHILDHOOD OF CATCHING BUGS INSPIRED AN ARMY OF POCKET MONSTERS THAT TOOK OVER THE WORLD



If you said *Pokémon* was the greatest thing in the world, you wouldn't be lying. Today, it is the most successful series in the world of entertainment. The likes of Pikachu, Ash Ketchum, Charizard, Eevee and Team Rocket have delighted fans since the series first arrived in Japan in 1996 and then worldwide in 1998. That's almost 30 years ago!

Such a Gigantamaxingly successful and beloved series had humble beginnings, however. Like all great ideas, it came from someone with a vivid imagination who dreamt big: Satoshi Tajiri. In his childhood, Tajiri spent time studying and catching bugs in Japan. As an adult, he noticed the green nature parks he explored as a kid were replaced by urban buildings, and children spent most of their time indoors on computers or watching television. Being a massive fan of videogames, especially role-playing games, Tajiri saw an opportunity to share his childhood experiences with a new generation.

He teamed up with like-minded friends, artist Ken Sugimori and musician Junichi Matsuda, forming the videogame company Game Freak – named after the magazine Tajiri and Sugimori wrote and drew for. Together, the team came up with the idea to create a game where players could catch monsters using high-tech capsules that would shrink them down to pocket size: '*Pocket Monsters*' was born.

In a move of genius, the team came up with the idea to trade Pokémon between players. The masterstroke came from when Sugimori and Tajiri were both playing *Dragon Warrior* (also known as *Dragon Quest*); Tajiri spent ages looking for a rare item, while Sugimori had two

■ Satoshi Tajiri's inspiration for *Pokémon* came from his childhood experiences.

of them, prompting the duo to wistfully imagine a system where Sugimori could give his extra item to Tajiri. Trading was key to *Pokémon*'s appeal, as the decision was made to release the game as two 'versions', each with exclusive monsters, so to obtain all the Pokémon in the Pokédex, players had to collaborate and trade with one another.

The games were released worldwide as *Pokémon Red & Blue* after two years of being exclusive to Japan as *Pokémon Red & Green*. Since then, the series has evolved in exciting ways, including an animated series, manga, spin-off games of every genre, trading cards, films and more under its extensive umbrella.

Today, almost everyone has heard of *Pokémon*, and that's largely down to the monsters themselves. They're recognisable, diverse and impossible not to love – out of the roster, which now features over 1,000 creatures, all of us can single one out as a favourite. Nigh-on 30 years of neverending success is a remarkable feat and a well-deserved one. But best of all, a new *Pokémon* release is always around the corner, meaning this beloved series is not going anywhere!

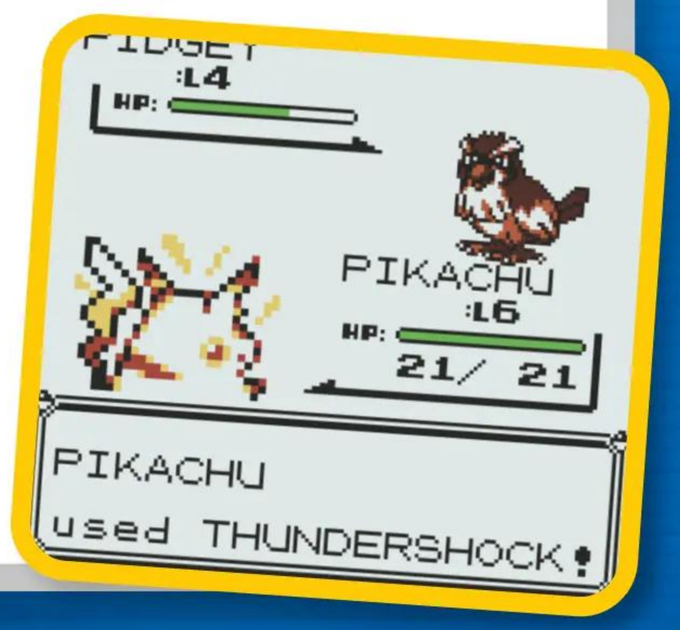
MAIN SERIES

JOURNEY THROUGH TIME ACROSS THE NINE ERAS OF THE MAIN POKÉMON GAMES

Generation I

POKÉMON RED, GREEN, BLUE & YELLOW

The first era of *Pokémon* kicked off on the Game Boy in Japan as *Pokémon Red & Green* in 1996 before a polished duo – *Pokémon Red & Blue* – debuted to the rest of the world in 1998. Establishing series mainstays such as Gym battles, evolution, trading and more, the impact of this first era was Super Effective. The definitive *Yellow* version – which borrowed inspiration from the popular animated series – represents Gen I at its best.



Generation II

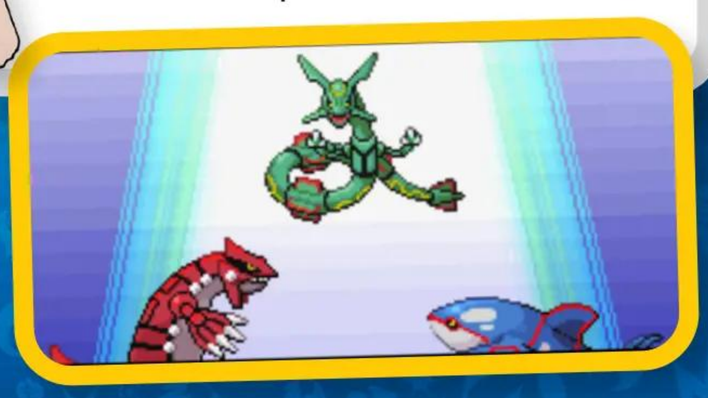
POKÉMON GOLD, SILVER & CRYSTAL

How do you deliver on such a supreme first batch of games? Well, you do the same, but supercharge it, of course! Adding a hundred new monsters, two new types (Steel and Dark) and an entirely new region while still letting you explore the original land of Kanto, *Pokémon Gold, Silver & Crystal* are titles that are absolutely stacked with things to do. You might argue that they're *too* good and set expectations for further sequels too high.

Generation III

POKÉMON RUBY, SAPPHIRE & EMERALD

Arriving on Nintendo's Game Boy Advance handheld and featuring vivid colour graphics, *Pokémon Ruby, Sapphire & Emerald* represented a visual treat for the eyes. These were the first games in the series to emphasise the story. Along with the usual Pokémon League challenge, your Trainer is placed centre stage in a feud between the Legendary Pokémon Groudon, Kyogre and Rayquaza, with the fate of the Hoenn's land and ocean hanging in the balance. No pressure!



Generation IV

POKÉMON DIAMOND, PEARL & PLATINUM

By 2006, *Pokémon* was comfortably in a groove with how it did sequels, which boiled down to more monsters and a new region. It wasn't the most ambitious of formulas – but it worked as people snapped up new titles like *Diamond, Pearl & Platinum* in their millions! This new trio, debuting on the Nintendo DS, whisked Trainers off to Sinnoh and allowed for trading and battling over the internet – something which fit into the series perfectly.

Generation V

POKÉMON BLACK & WHITE AND POKÉMON BLACK 2 & WHITE 2

Remember how we just discussed a lack of ambition? Game Freak must have heard us because, for *Pokémon Black & White*, they pulled out all the stops. With a 156-strong Pokédex of brand-new Pokémon and keeping the previous monsters under lock and key until you beat the game, this duology was a soft reboot. The New York-inspired Unova was a thriving land to explore, too. Plus, the story was continued in a sequel – something the series hasn't done since!

Generation VI

POKÉMON X & Y

The first main *Pokémon* games to feature 3D graphics, *Pokémon X & Y*, were, appropriately, released for the Nintendo 3DS. Fans of France could take in the sights of the Kalos region with nods to the Eiffel Tower, French Poodles, high fashion and more. Stealing the limelight, however, were the showstopping Mega Evolutions, which gave a selection of lucky Pokémon temporary supercharged forms. This new evolutionary step was a hit with many *Pokémon* fans, and many have been calling for the return of Mega Evolutions ever since.

Generation VII

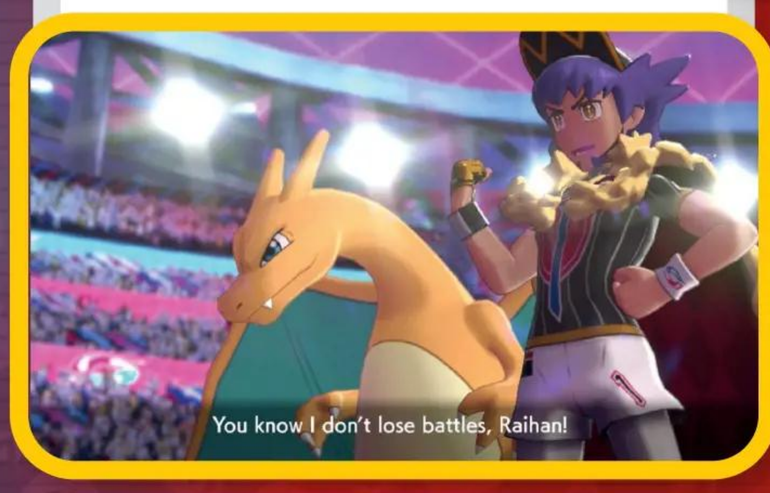
POKÉMON SUN & MOON AND POKÉMON ULTRA SUN & ULTRA MOON

Releasing worldwide in November 2016 to celebrate the 20th anniversary of *Pokémon*, *Pokémon Sun & Moon* capitalised on a wave of nostalgia. Set in the Alola region, these games injected a Hawaiian vibe to the adventure and did away with Gym battles in favour of Island Trials. In a nod to the original Kanto monsters, regional variants of select members of the original 151 were introduced – including an amazingly tall Alolan Exeggutor!

Generation VIII

POKÉMON SWORD & SHIELD

The first non-spin-off *Pokémon* games for Nintendo's current Switch console, there were big expectations behind *Sword & Shield*. Mostly, they delivered on an enthralling adventure across the Great Britain-like Galar region, featuring charmingly eccentric new Pokémon and regional variants. Gigantamax was also introduced, giving high-stakes Pokémon battles a larger-than-life feel and paying tribute to how Britain loves football matches! However, this marked the first time not all Pokémon were available in-game – some fans were *not* pleased.



Generation IX

POKÉMON SCARLET & VIOLET

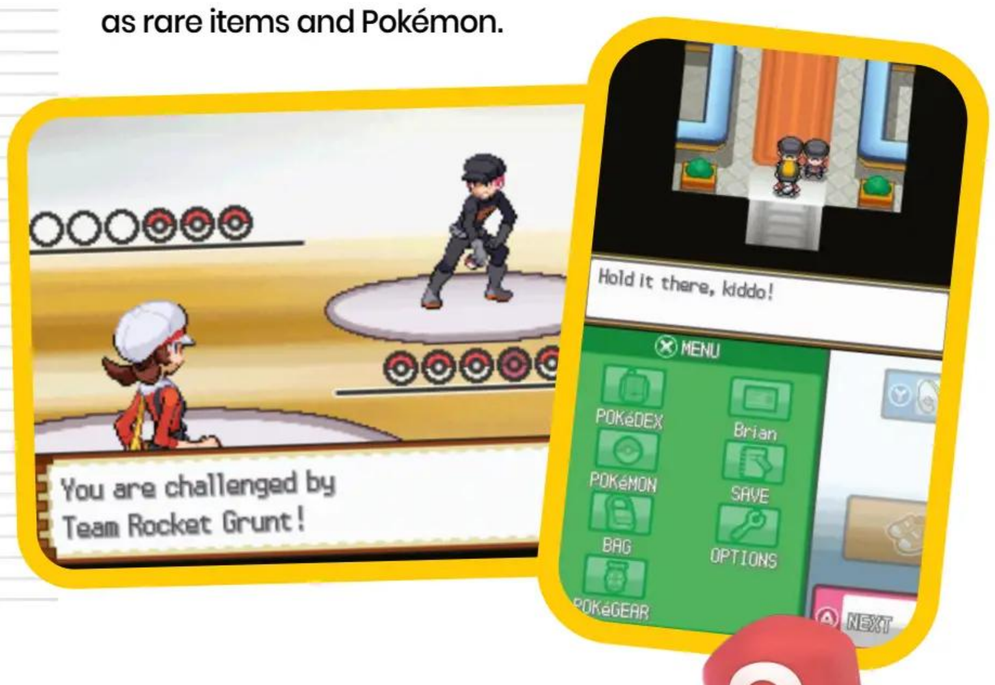
The most current games in the series are the ones that have taken the boldest steps since *Gold & Silver*. *Pokémon Scarlet & Violet* adopt an open-world design similar to games like *The Legend Of Zelda: Breath Of The Wild*, letting players fully explore the Spain-like Paldea region and approach their adventures in whichever order they wish. These time-bending entries also introduce Paradox Pokémon, which gives us a glimpse of ancient ancestors of Pokémon or their futuristic descendants.

SPIN-OFFS & REMAKES

HOW POKÉMON REVISITED PAST ADVENTURES AND BROKE OUT OF ITS RPG SHELL

POKÉMON HEARTGOLD & SOULSILVER

Some fans argue *Pokémon* reached its best potential with *Pokémon HeartGold & SoulSilver*, and it's hard not to argue with that. The original *Gold & Silver* were already S-tier classics, and these faithful remakes add a wealth of welcome new features – such as letting your lead Pokémon follow you around. The star of the show is the Pokéwalker peripheral: you can transport Pokémon into this pedometer and take them out into the real world to earn rewards such as rare items and Pokémon.



POKÉMON FIRERED & LEAFGREEN

The original *Pokémon* games are great... but let's be honest, they haven't aged as gracefully as they could have. They can be glitchy, some of the sprite art is unclear or goofy by today's standards, and they lack colour. By 2004, they needed a face-lift and boy did they get one. Taking all the lessons learned from Gen II and Gen III, *FireRed & LeafGreen* are timeless renditions of the Kanto adventure. Even 20 years on, they are still an ideal starting point for newcomers.

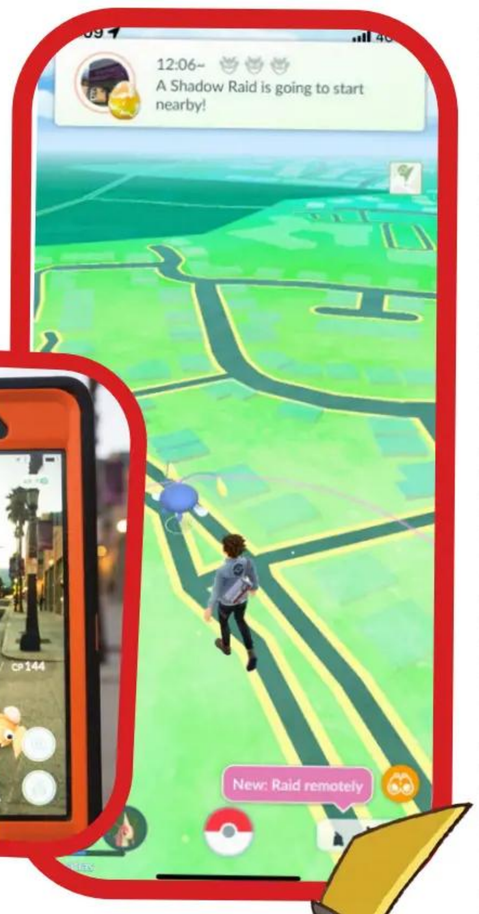
SUPER SMASH BROS ULTIMATE

Ever wonder who would win in a fight between Lucario and Ganondorf, or how about Squirtle and Kirby? Pikachu and Mario? You get the idea. The crossover *Super Smash Bros* series works perfectly as a casual party game and a serious brawler. Its roster of over a hundred fighters ensures that you'll always find a character you'll love – and considering the bookazine you're currently holding, we're going to assume you'll be flying your *Pokémon* colours loud and proud!

POKÉMON MYSTERY DUNGEON: RESCUE TEAM DX

The *Pokémon Mystery Dungeon* series of games has been going for 20 years, making them a popular subseries of dungeon-crawlers that feature a cast of lovable Pocket Monsters. If you're curious, *Rescue Team DX* is the perfect game to pick up. Not only is it the latest title in the series that takes advantage of two decades of quality-of-life improvements, but it's also a remake of the original 2005 duology: *Pokémon Mystery Dungeon, Red & Blue Rescue Team*. What more could you ask for?

POKÉMON GO

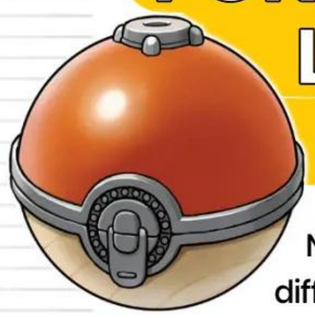


Oh, to rewind the clock back to 2016 when *Pokémon Go* debuted. This smartphone sensation ushered in a new wave of global Pokémania. Marrying real-world walking around with easy-to-use Pokémon-capturing and battling mechanics, this augmented-reality version of *Pocket Monsters* was a hit with fans and newcomers alike. While its popularity has waned over time, the game is still going strong today, and you can still see many *Pokémon Go* players out in the wild spinning PokéStops and conquering local Gyms!

> "THIS SMARTPHONE SENSATION USHERED IN A NEW WAVE OF GLOBAL POKÉMANIA"

POKÉMON LET'S GO PIKACHU & EEVEE

Essentially a remake of *Pokémon Yellow*, the *Let's Go* games capitalised on the popularity of *Pokémon Go* by including *Go*'s capturing system alongside the RPG battling from the traditional Kanto adventure we know so well. Another key difference to the original *Yellow* is that Eevee – already a fan favourite – was elevated to a starring role along with the iconic Pikachu. The *Let's Go* games proved an ideal entry point for those swept up by *Pokémon Go* and were searching for something more in-depth.



POKÉMON LEGENDS: ARCEUS

Now for something completely different. For those who pay attention, *Pokémon* has a rich history of in-game lore to draw on, and we're sure many fans imagined what a *Pokémon* adventure looked like in the old days. Well, *Legends: Arceus* came to show us exactly what it's like! Taking place in ancient Sinnoh – AKA Hisui – you take on the role of an aspiring Pokémon Trainer looking to complete the very first Pokédex. Oh, there's that whole 'God Of All Pokémon' mystery to uncover, too.

AWESOME ANIMATION

IT'S NOT ALL VIDEOGAMES AND TRADING CARDS, MOST OF POKÉMON'S SCENE-STEALING MOMENTS HAPPEN IN ITS ANIMATED SERIES AND MOVIES

We are willing to stake some of our hard-earned Pokémon Dollars on the claim that most people's introduction to *Pokémon* wasn't from holding a controller or handheld console but from watching characters like Ash Ketchum and Pikachu embark on an awe-inspiring adventure. *Pokémon*'s animated series and *extensive* library of films do something that a videogame, trading card or plush toy could never do: they bring this vibrant world to life.

Whether it's gleefully laughing as Team Rocket blast off once again or watching Detective Pikachu face down a Charizard in a cage fight, many of us have core memories of watching Pokémon in action on both the small and silver screens.

Over the following pages, we'll give you the lowdown on Ash Ketchum's complete journey, delve into the world of the memorable cinematic adventures and reveal what to expect from the brand-new animated series *Pokémon Horizons*, featuring a cast of new heroes – Liko, Roy, Captain Pikachu and the Rising Volt Tacklers.

Images ©Alamy and Getty. The Pokémon Company

POKÉMON THE ANIMATED SERIES

Ash Ketchum's journey to become a Pokémon Master has finally concluded

That opening power chord followed by the words, "I wanna be the best…" can summon an entire generation of *Pokémon* fans who grew up watching Ash earn his Gym Badges and challenge the Pokémon League time and again. For over 25 years, the original animated series centred on this plucky young Trainer and his ever-present lovable Pikachu companion as he set his sights on becoming a Pokémon Master.

His quest took him all over the Pokémon world, starting off in Kanto, where he struck up long friendships with Gym Leaders Brock and Misty, all the way to Galar, where he met fellow Trainer Goh and took on the World Coronation Series. Of course, stalking his every move were Jessie, James and Meowth from Team Rocket, hell-bent on snagging Ash's partner Pikachu – who has unusually strong electrical powers for such a seemingly regular rodent.

Across their journey together, Ash and Pikachu befriended many humans and Pokémon. Over the course of the animated series, Ash caught over a hundred Pokémon. Unlike many Pokémon Trainers, though, he didn't have a laser focus on evolving them. Instead, he let his partners decide – this first happened with Pikachu when he's given a Thunder Stone after he's outclassed by Lt Surge's Raichu but chose to keep his current form and win on his own terms.

In 2023, Ash won the World Coronation Series Masters Eight Tournament, earning him the title he'd been chasing for so long: he became a Pokémon Master. Sadly, for us, that meant his journey was at an end… or was it? The last few episodes of *Pokémon The Animated Series* saw Ash pondering what it meant to be a Pokémon Master. Returning to some of his old friends and partners, he discovered a new purpose and embarked on a new quest. So, while he's no longer centre stage, he's still out there adventuring and might return to our screens one day.

Regardless of whether he will or not, Ash and Pikachu's adventures are timeless and drew so many people into the world of *Pokémon*. Their arc spanned over 1,000 episodes across two and a half decades. That's a remarkable level of success for any character, let alone the world's greatest Pokémon Trainer!

RIGHT: Team Rocket's Jessie and James doggedly followed Ash across the Pokémon world to try and capture Pikachu. Despite their relentless villainy, they're not all bad and have episodes dedicated to their backstories.

POKÉMON MOVIES

Forget televisions, Pokémon proved they rule the silver screen too!

A movie is a tell-tale sign that a series has 'made it': it's become so big that it can draw hundreds of people into a theatre at a time for a shared experience. *Pokémon* didn't waste time in achieving this status. In July 1998, *Pokémon: The First Movie* debuted in Japan, and an English-language version soon followed the year after. It centred on two of the most mysterious and powerful Pokémon at the time, Mewtwo and Mew, as they faced one another in an epic clash – with poor Ash, Misty, Brock and Pikachu caught in the middle. It was an instant hit, rocketing to the number-one spot, and its legacy was far-reaching. Until 2021, it was the only anime film to top the US box office, ultimately being dethroned by *Demon Slayer*.

This strong cinematic debut kicked off a long string of *Pokémon* films. No fewer than 22 animated movies followed in the wake of *Pokémon: The First Movie*, including a remake. These high-stakes adventures usually involved Legendary or Mythic Pokémon from the Generation the films were released in – be it Lugia, Entei, Deoxys, Darkrai, Diancie… we could go on for a *long while*. While not all of them can be as epic or important as the impressive first film, they're all worth checking out.

Of course, it's not all animated films, and we've saved potentially the best for last! Based on the 3DS game of the same name, 2019's *Detective Pikachu* gave fans what they were looking for for over 20 years: a glimpse of what Pokémon could look like in real life. This live-action adventure stars Ryan Reynolds voicing the titular gumshoes along with Justice Smith as Tim, his reluctant partner, as they embark on a mystery-solving caper involving a whole Pokédex of your favourite Pocket Monsters. Translating our beloved creatures from videogame graphics and animation to real-life-looking critters must have been a difficult feat, but the team did a grand job at redesigning the Pokémon for a modern age. Of course, that's only part of the experience, and the story, performances and music do their job to create an unforgettable *Pokémon* classic.

■ ABOVE: Typically, you don't need to be up-to-date on the animated series to enjoy the movies.

■ LEFT: Stakes in the cinematic adventures are usually high, with Ash often thrown into calamities involving Legendary and Mythic Pokémon.

■ *Detective Pikachu* mixed live action with CGI Pokémon to stunning effect.

■ The characters in *Horizons* travel the world in the Brave Olivine.

POKÉMON HORIZONS

What to expect from the most current version of the anime

Ash *who*? It's time to focus on the exploits of Liko, Roy and the Rising Volt Tacklers. In 2023, the *Pokémon Animated Series* entered a new era called *Horizons*, which features a duo of new protagonists. In fact, it stars an entire cast of fresh faces.

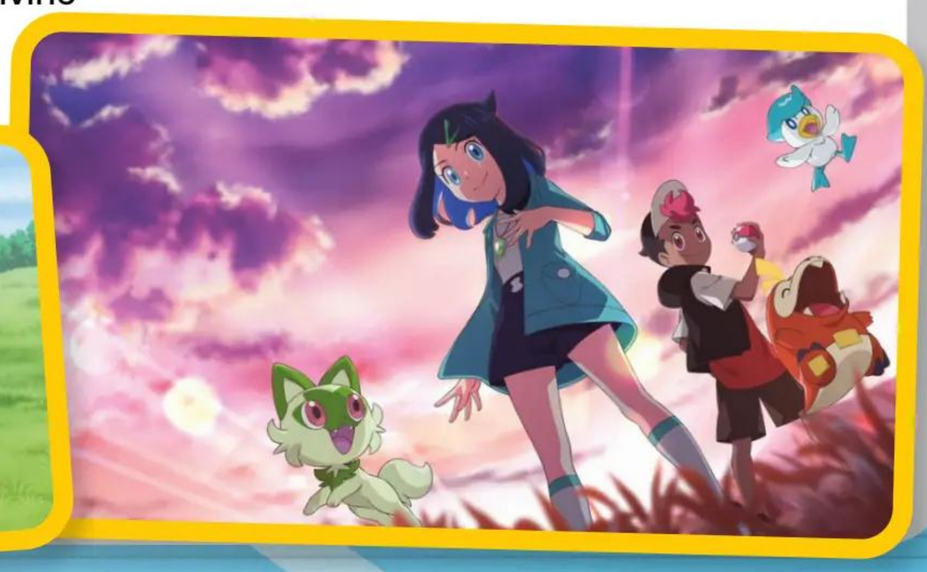
Like every great story, *Horizons* kicks off with a sprinkling of mystery. Both of its main characters, Liko and Roy, each have a strange artefact they wish to learn more about. In Liko's case, it's a pendant gifted by her grandmother that has ties to the ancient Pokémon Terapagos – the creature that has a deep connection to Paldea's Terastal phenomenon. Roy, meanwhile, is enthralled by a seemingly empty ancient Poké Ball, which – spoilers ahoy! – is revealed in episode six to contain a black Rayquaza.

Liko and Roy, together with their Sprigatito and Fuecoco companions, join the Rising Volt Tacklers, led by the Pokémon Professor Friede and his partner, Captain Pikachu. The Rising Volt Tacklers are a group of adventurers that travel the world in their airship, the Brave Olivine. Together, the team take on odd jobs to fund their adventures and often end up facing off against a rival faction, the Explorers, who are after both Liko's pendant and Rayquaza.

Much like the previous animated series that followed Ash's journey, *Horizons* focuses on the benefits of companionship and working together. Where this series differs, however, is that it has a much stronger sense of mystery – and of course, having the Brave Olivine handy means the whole Pokémon world is openly accessible to the Rising Volt Tacklers, rather than Ash and co's region-by-region world tour.

In truth, having this more open structure opens up many possibilities. While the original series followed in the videogames' wake almost to a fault, *Horizons* has more opportunities to explore original stories while touching on familiar tropes like Gym Leaders, the Elite Four and the Pokémon League but not relying solely on them.

It was a brave decision to retire Ash and Pikachu – for the time being, at least – but Liko, Roy and the Rising Volt Tacklers are more than worthy successors!



■ RIGHT: Professor Friede is less of a bookish scientist and more an intrepid explorer, complete with his own airship.

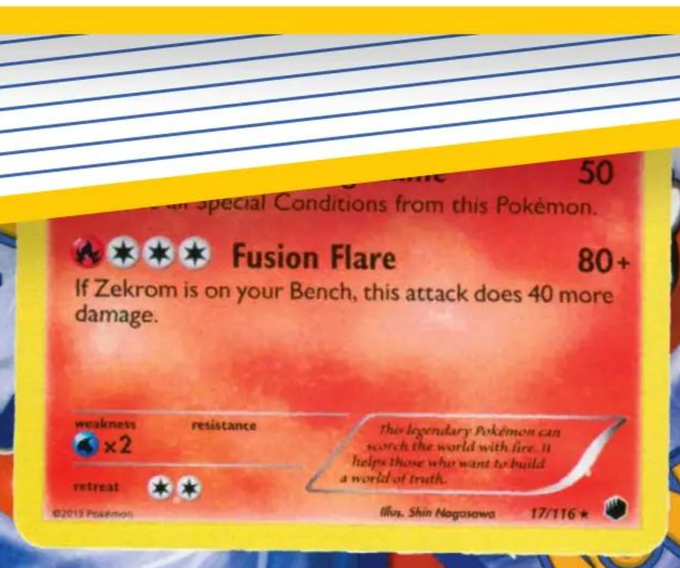
WILD CARDS

GET READY TO ENTER THE WILD WORLD OF THE POKÉMON TRADING CARD GAME. WARNING: YOU MIGHT GET HOOKED!

Who would have thought the world of *Pokémon* would translate so well to a card game? Reaching beyond screens and videogame consoles, the *Pokémon Trading Card Game* gives you something physical and tangible to handle, and it has captivated millions of players worldwide.

First arriving in 1996 in Japan and then in the rest of the world a few years later, the *Pokémon TCG* represents the 'collectable' aspect of *Pokémon* perfectly – many people gobbled up booster packs solely to add to their hoards without considering the game attached to it.

If you do look beyond the alluring art, however, you'll discover a deeply compelling and challenging game that rewards strategy and forward planning. The game has evolved over the years as gimmicks come and go, and it has built up a solid base of players – some of whom take their carefully crafted decks to compete in the Pokémon World Championship tournaments to claim the title of TCG champion.


50
Special Conditions from this Pokémon.
Fusion Flare
80+
If Zekrom is on your Bench, this attack does 40 more damage.
weakness
×2
resistance
retreat
This legendary Pokémon can scorch the world with fire. It helps those who want to build a world of truth.
Illus. Shin Nagasawa
17/116 ★

Images ©Alamy and Getty

HOW TO PLAY

Master these basics to get started and soon you'll be levelling up your skills

The aim of the game when it comes to the *Pokémon TCG* is to obtain six of your 'Prize Cards' by knocking out your opponent's Pokémon. These trophies are taken from your deck and set out face-down as part of the pre-match set-up. Once your Prize Card area is empty, pat yourself on the back because you've won! You can also win by knocking out an opponent's monster with them not having a backup creature on their Bench or if they run out of available cards from their deck to draw.

So, how do you knock out your opponent's Pokémon? Well, you'll need some of your own! On your playfield, you'll have an Active Spot and five Bench positions: these are where you lay your Pokémon down from your hand. Your Active Pokémon is the one that can do damage but is also vulnerable to your opponent's attacks, while your Benched Pokémon are waiting in the wings, ready to swap in.

Your Pokémon cards will have moves that require Energy to perform. You can energise your Pokémon by attaching Energy cards of their corresponding type. If a move has a leaf icon, you'll need Grass energy, for example. Some moves have a white star icon: this is Colourless Energy – any Energy type can count as Colourless, making them easy moves to fuel. You can add Energy to either your Active or Benched Pokémon, so a viable strategy is to have a high-HP monster like Chansey soak up hits in your Active spot as you prepare an Energy-hungry Charizard on your Bench.

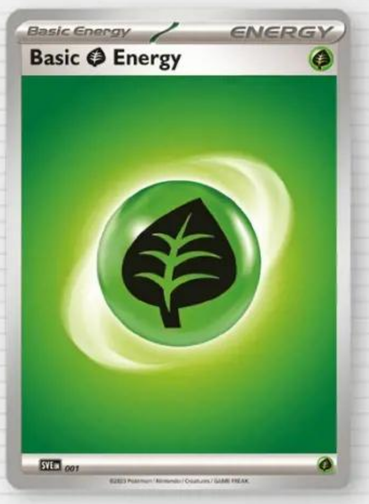
A major part of Pokémon is evolution, and that's represented proudly in the TCG. You play an evolved version over a previous form to trigger evolution, and you get to keep the Energy attached to it. You can only evolve once a turn, and you can't immediately evolve a Basic Pokémon you've just played, so it's best to do three-stage evolutions on your Bench.

Finally, you have Trainer cards to help you out, split into two categories: Items and Supporters. You can play as many Items as you like in a turn but only one Supporter, as they provide strong advantages. Master using these at the right time to gain an edge over your rival!

CARD TYPES

POKÉMON

Quite self-explanatory: these are your Pokémon. They'll be the ones doing all the attacking. Many can get stronger through evolution. Try to stick to one or two Pokémon types per deck.



ENERGY

You'll need a bunch of these to power your Pokémon's moves. Aim to build your deck around one or two Energy types to keep it focused, and you'll want no more than 15 Energy cards in total.

Item
TRAINER
Ogre's Mask
Choose a Pokémon ex in your discard pile that has "Ogerpon" in its name, and switch it with 1 of your Pokémon ex in play that has "Ogerpon" in its name. Any attached cards, damage counters, Special Conditions, turns in play, and any other effects remain on the new Pokémon.
You may play any number of Item cards during your turn.

ITEM

These are handy to have in a pinch: they might let you heal a Pokémon or let you spy on your opponent's cards. Unlike Supporter cards, you can play as many Items as you want in a turn.

SUPPORTER

Powerful cards based on some of the most iconic human characters in the Pokémon world. These have strong effects, such as letting you draw many cards, but you can only play one per turn.

Koraidon ex
230
Ability
Dino Cry
Once during your turn, you may attach up to 2 Basic Energy cards from your discard pile to your Basic Pokémon in any way you like. If you use this Ability, your turn ends.
Wild Impact
220
During your next turn, this Pokémon can't attack.
Pokémon ex rule
When your Pokémon ex is Knocked Out, your opponent takes 2 Prize cards.

EX POKÉMON

These rare and powerful cards are your showstoppers. Knocking one out will earn you two Prize Cards, so look after your own! These typically steer your deck's strategy.

■ Keep your cards safe and organised in a binder or use card sleeves.

COLLECT 'EM ALL!

To be the best, you're gonna need to gather a hoard of cards. Here's how...

Building a hefty collection of awesome cards to draw from when crafting decks is a difficult task, especially when you consider that you never know what you're going to get from a booster pack. The best thing to do when starting out is to obtain an official pre-made deck. These will give you a ready-to-use *Pokémon TCG* deck straight out of the box based on a specific strategy – such as harnessing the power of Iron Leaves EX. From there, you can build your collection by grabbing booster packs whenever you can.

It's good to have a goal when collecting *Pokémon* cards. Are you collecting for rarity, looking for a specific Pokémon type, building the most powerful decks for competitive play, or just enjoying the thrill of opening a booster pack and seeing what's inside? If you are going down the competitive route, check your cards are still 'legal' as older card sets get rotated out after a while. Explore official sites to see which are still viable, and look towards the most recent sets when buying booster packs.

Perhaps the most essential tip we can offer you is to find a community. Look out for local trading clubs or online groups where you can discuss everything TCG with a bunch of likeminded pals. You'll not only make friends but also get tips, leads and a regular supply of opponents to practise against! Of course, you'll also have opportunities to trade with others within these groups, making them an invaluable resource if you are looking for specific cards. A note of caution, however: make sure these groups are safe! Scammers can lurk about looking for people to hurt, so do be careful.

If you are a younger reader, always involve your parents or guardian.

Our final tip might seem like a no-brainer, but you'd be surprised how many people forget about it: look after your cards! Store them somewhere safe, like a deck box, and keep your most valuable cards in special sleeves. When buying, selling and trading cards, people look to see if the item is in good condition. No one wants a shiny Koraidon with frayed edges that got mangled from being in your pocket while you were running for a bus!

■ Going to events is an ideal way to find that elusive card you've been looking for.

Images ©Alamy and Getty

POKÉMON TCG POCKET

All the fun of the trading card game, no cards required!

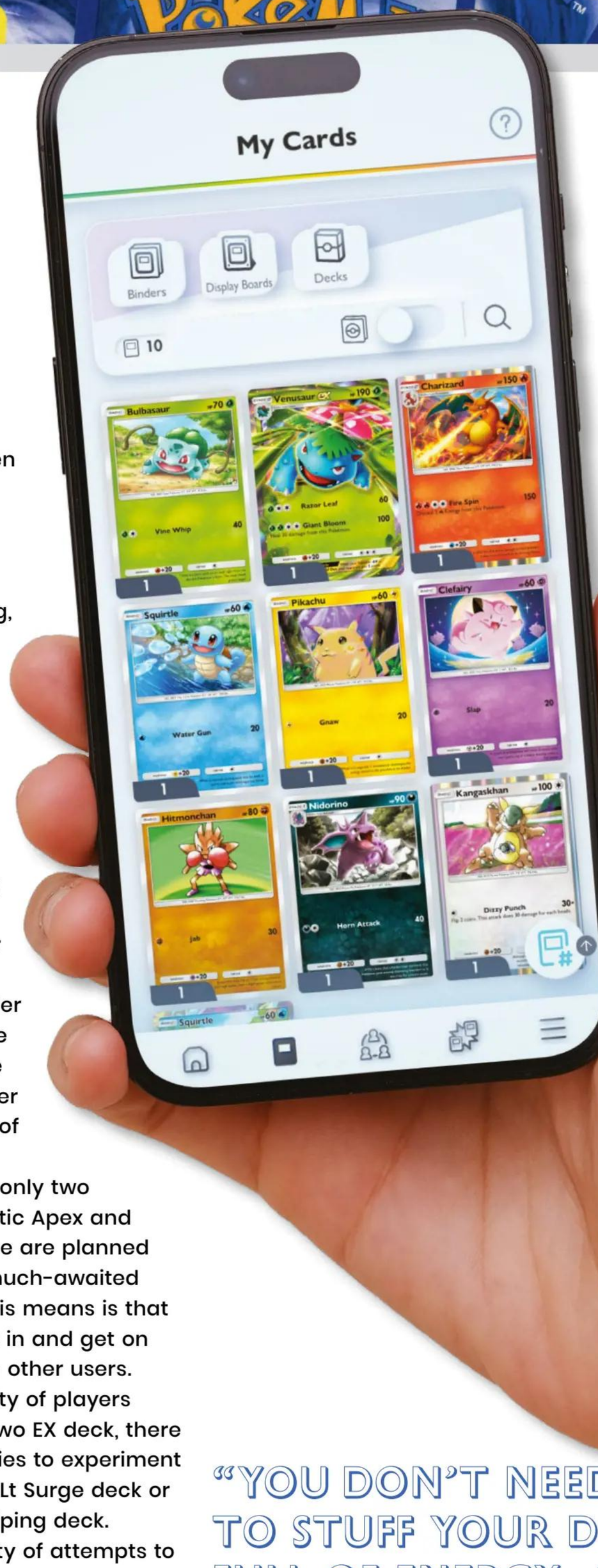
For die-hard TCG fans or those curious to try it without investing the money into building a deck, *Pokémon Trading Card Game Pocket* is a perfect offering. This slimmed-down version of the *Pokémon Trading Card Game* borrows many of the same rules but simplifies things. You don't need to stuff your deck full of energy cards, for example, and you only need to knock out three opposing Pokémon instead of the usual six, making matches much more fast-paced.

Special attention has clearly been paid to the actual gathering of cards, too. Each time you open a booster pack, you can carefully select from a carousel of digital packs. Then, you slice your finger over the top to tear it open and see what's inside. You can even rotate the pack over to pull the cards out back-first to heighten the tension!

We haven't even gotten to the best bit yet. You ready? It's free. You can spend real money on a 'gold' membership, but with the free tier offering, you get two boosters a day plus plenty of opportunities to earn more just by collecting and battling. You can earn 'Pack Hourglasses' to speed up when boosters become available by completing simple objectives such as 'log into the game' or 'participate in a battle'. Also available are Wonder Picks, where you can see what other players have earned from their booster packs and earn a copy of one of their cards.

At the time of writing, only two sets are available: Genetic Apex and Mythical Island, but more are planned to arrive, along with a much-awaited trading feature. What this means is that it's a great time to jump in and get on a level playing field with other users. Although you'll find plenty of players using the popular Mewtwo EX deck, there are plenty of opportunities to experiment with, say, a devastating Lt Surge deck or a Gyarados/Greninja sniping deck.

There have been plenty of attempts to bring a digital version of the *Pokémon Trading Card Game* to the market, but for our money, nothing has been as fun to experience as this latest offering... except *maybe* the now-ancient Game Boy Color title.



"YOU DON'T NEED TO STUFF YOUR DECK FULL OF ENERGY, AND YOU ONLY NEED TO KNOCK OUT THREE OPPOSING POKÉMON"

CAPTURING THE WORLD

EXPLORE THE WAYS POKÉMON WON THE HEARTS OF MILLIONS

Today, *Pokémon* is the most successful media franchise in the world. What that means is that it has earned close to $100 billion – that's more than Marvel's Cinematic Universe, *Star Wars*, *Harry Potter*, *Fortnite*... you name it, and *Pokémon* has it beat. You might be forgiven for thinking that, sure, after 30 years, it's no surprise *Pokémon* has gradually built itself up to that level, but it didn't; *Pokémon* entered the world faster than a Ninjask and stronger than a Rhydon. When it debuted on the world stage, it was clear this was a force to be reckoned with.

Since its first showing, *Pokémon* has surprised us with not only its staying power but also its versatility. It still does what it did best from the off: by regularly producing a duo of killer RPGs. But it stretches beyond into films, anime, cards, merch and further into the hearts and minds of millions of fans. Let's explore the impact *Pokémon* has left on the world.

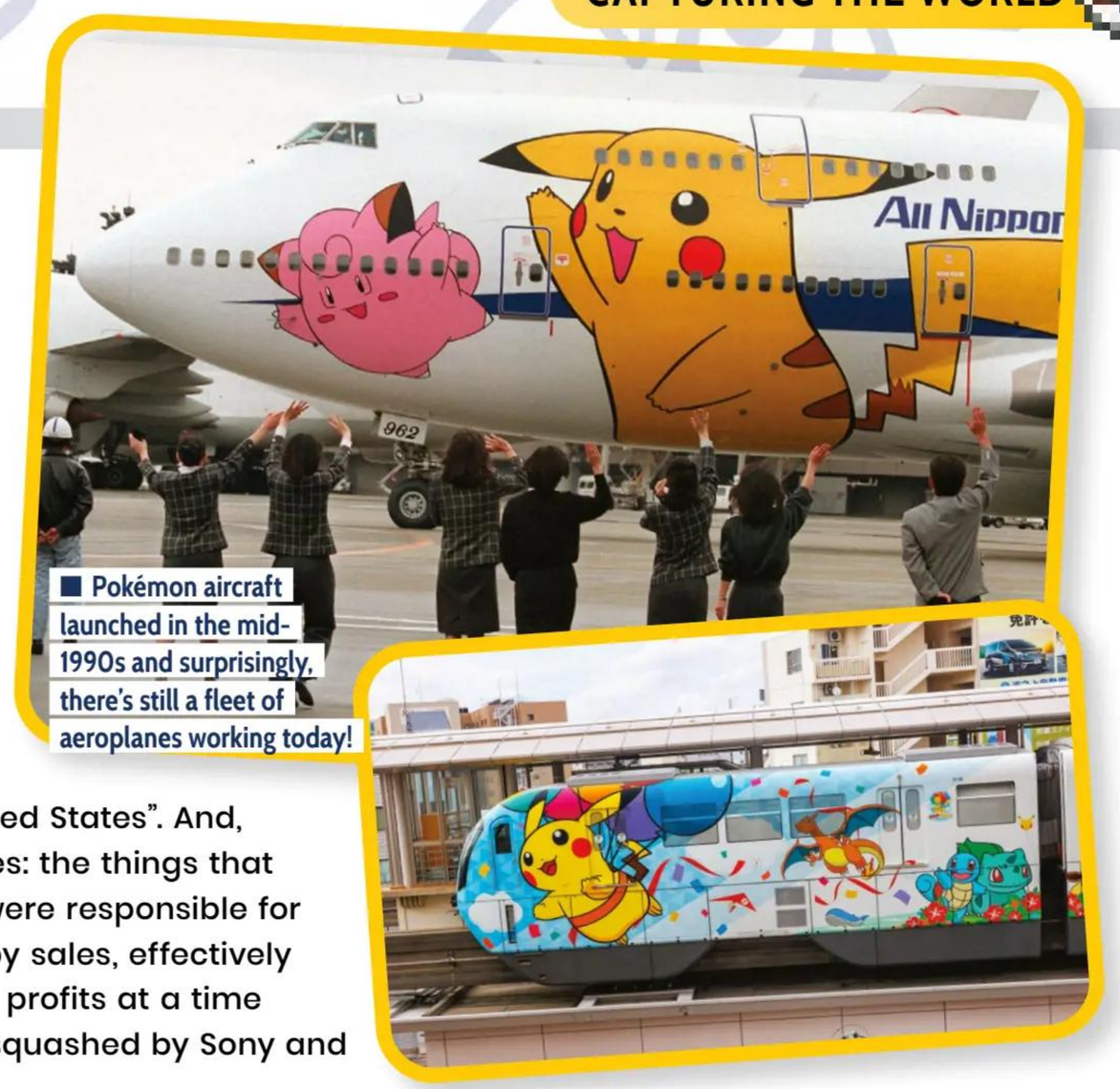
Images ©Alamy and Getty

POKÉMANIA

Rewind the clock to the first wave of Pokémon fever, and its subsequent resurgences

Pokémon stomped onto the scene in 1998 in fierce fashion. After spending time making waves in Japan as *Pokémon Red & Green*, these debut games were remastered as *Pokémon Red & Blue*, ready for worldwide release. With *Red & Blue* came an anime that hand-picked the cutest Pokémon from the original 151 to make the poster child of all things *Pokémon*: Pikachu. If that wasn't enough, along came the *Pokémon Trading Card Game*, capitalising on the collectable nature of *Pokémon* and blending it with a captivating game with cards featuring diverse art that you could not help but hoard. *Pokémon* had arrived.

By the time the new millennium had dawned, *Pokémon* was everywhere. The anime had become the highest-rated syndicated children's show and enjoyed a similar level of success across Europe. There were panics from retailers that they couldn't stock *Pokémon* cards as fast as they were selling them, causing the company handling the TCG in the US at the time – Wizards Of The Coast – to warn they had "exhausted most of the card-printing capacity of the United States". And, of course, the games: the things that started it all. They were responsible for a surge of Game Boy sales, effectively rescuing Nintendo's profits at a time when it was being squashed by Sony and its PlayStation.



■ Pokémon aircraft launched in the mid-1990s and surprisingly, there's still a fleet of aeroplanes working today!

As with all things, the wide-reaching Pokémania faded with time, leading many to call it a "fad" – but the thing with fads is they're one and done. They do not come back. *Pokémon* never disappeared, enjoying a healthy fanbase, and it has returned to wider public perception again and again. The most famous example was in 2016: the year of *Pokémon Go*. The summer saw the debut of Niantic and Nintendo's augmented reality creature-catcher, and its relatable gameplay, which let you capture Pokémon out on your neighbourhood walk, was a word-of-mouth hit. Hardcore and lapsed fans joined in on the fun, and not long after, so did people who had never interacted with *Pokémon* before. The sheer amount of people out on the streets having fun, all united through this one game, was heartening to see.

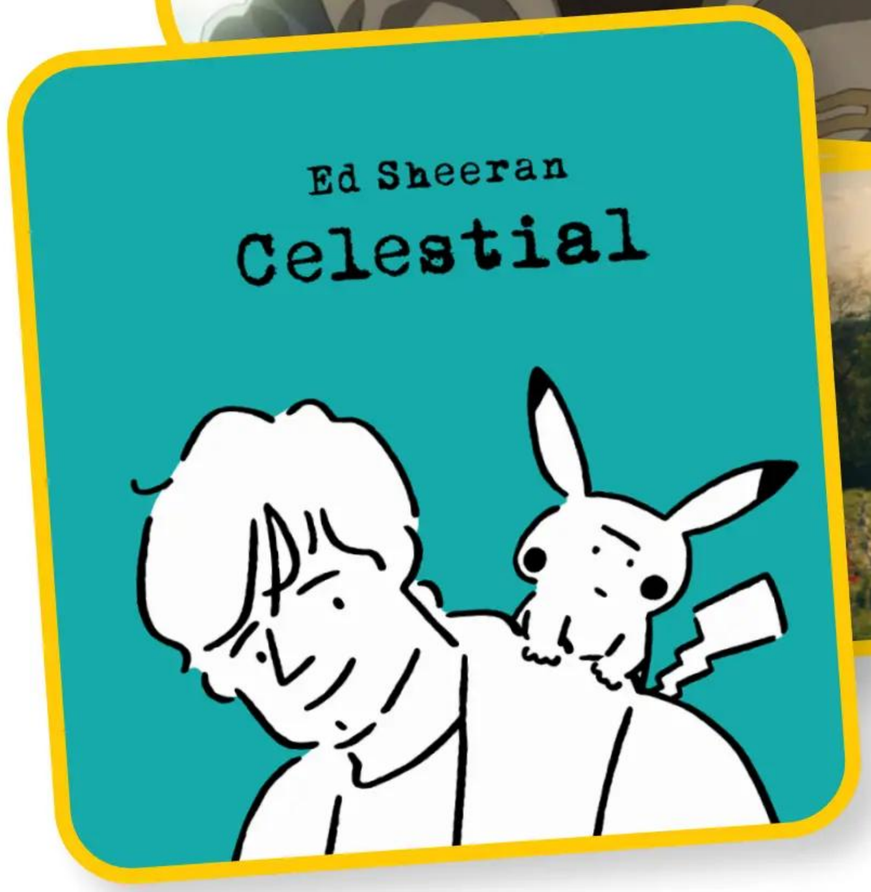
Pokémon has a knack for repeatedly stealing headlines, whether it's news of Ash Ketchum retiring, cards selling for mad prices or a new game lighting up fans' faces, such as the recent popularity of *Pokémon TCG Pocket*. *Pokémon*, it seems, can continue to live in the public eye forever.

■ Fans show their love in increasingly unique ways from cosplay to original clothing.

STAR POWER

How a dash of fame can be Super Effective

■ Ed Sheeran didn't need much convincing to partner up with *Pokémon*.



Pokémon did a remarkable job at establishing itself and winning the hearts of millions of people across the world. However, you can only get so far without a little help. Over the years, *Pokémon* has seen more high-profile collabs than you can shake a Slowpoke tail at. Indeed, you don't have to cast your mind back too far to remember the Ed Sheeran song 'Celestial', written specifically for *Pokémon Scarlet & Violet* – but that's only the tip of the iceberg.

The release of *Detective Pikachu* drew many celebrity *Pokémon* fans out of their Poké Balls – many of whom were involved with the film. The actor Ryan Reynolds, of course, played the titular investigator with a reckless glee that could only be channelled by someone who loved the series. The film also managed to convert cast members to the cause, too. Bill Nighy, known for his roles in *Love Actually* and *Pirates Of The Caribbean*, was won over by the Pocket Monsters. (His favourite Pokémon is Mew, by the way.)

Pokémon has frequently partnered with music stars to boost its popularity. From harnessing the power of heartthrob boyband One Direction to promote the launch of *Pokémon Black & White* to enlisting the adaptable musician Post Malone to perform a virtual *Pokémon* concert to celebrate the series' 25th anniversary and the previously mentioned Ed Sheeran collab. In fact, Sheeran has been a self-proclaimed *Pokémon* fan since primary school, so he didn't take much convincing.

Of course, many celebrities are fans of *Pokémon*. Who wouldn't be? Notable Pokémaniacs include singer Ariana Grande (who has a tattoo of Eevee), actor Brie Larson, who got caught up in the *Pokémon Go* wave, and even Iron Man himself, Robert Downey Jr, has voiced his love for Jigglypuff. Controversial YouTuber Logan Paul single-handedly caused a *Pokémon Trading Card Game* boom by embarking on a collecting quest, which ended up at its logical conclusion of him splurging out on the most expensive and rare *Pokémon* card ever – Pikachu Illustrator.

It's a strange and proud thing to see household names interact and proclaim love for something that you hold dear. Their endorsement of *Pokémon*, however, can serve as confirmation that this indeed is the best series in the world, and it can capture the hearts of everyone.

■ Drew Barrymore and One Direction are but a small sampling of the high-profile Pokéfans out there.

"POKÉMON HAS FREQUENTLY PARTNERED WITH CELEBRITIES TO BOOST ITS POPULARITY"

Images ©Alamy and Getty

POKÉMON TODAY

Where Pokémon stands in the modern world

On the surface, *Pokémon* today might not look much different to how it's always been. However, that's not exactly true, is it? Sure, *Pokémon* pretty much started as a worldwide phenomenon from the beginning, and that's still the case. The difference is how comfortably *Pokémon* exists as a piece of modern media today. At the time of release, some were quick to dismiss *Pokémon* as a fad, an irritating distraction that would hopefully fade away. But that has changed. Over the years, *Pokémon* has been embraced by more and more people, and it's very much a long-standing and beloved institution that stands taller than it has ever done.

The various waves of Pokémania and high-profile moments we have covered here have created a web of shared experiences, which means many have interacted with *Pokémon* in one way or another and can bond over a shared experience. The fact that titans of film and music like Ryan Reynolds and Ed Sheeran are producing *Pokémon*-themed material is a clear sign of how deep *Pokémon* runs in our cultural DNA.

What of the monsters themselves? Today, there are over a thousand of the critters, ranging from familiar(ish) looking canines and cats to more off-the-wall designs like an animated set of keys or a battery bug. It's easy to think that some of these creatures would fall to obscurity, but they haven't. Each Pokémon is distinct and probably has an interesting real-world story to tell. Take Vivillon, for example: this Kalos Pokémon isn't obtainable in the modern Switch *Pokémon* games, but it has earned new infamy as one of the most difficult-to-collect Pocket Monsters in *Pokémon Go* thanks to its region-locked forms. Or Drifloon and Palossand, which earned fame on the internet thanks to their surprisingly macabre descriptions in the in-game Pokédex, which involve stolen human souls.

Of course, the thing that underpins the *Pokémon* phenomenon is its fanbase. *Pokémon* fans are everywhere: united by their love for the videogames, animated series, films, trading cards, merch or just the monsters themselves. It's these people who flooded Central Park in New York City during the *Pokémon Go* rush or gazed in wonder at a Pikachu parade in Yokohama – however they express it, they're united by their admiration for the lovable Pocket Monsters.

■ This Pika-parade was part of a special event in Yokohama, Japan, where a total of 1,000 Pikachu took place in a variety of performances.

■ Pokémon regularly appear in the Macy's Thanksgiving Day Parade in New York City.

■ The Pokémon World Championships have grown into a massive global event.

■ *Pokémon*-specific shops have popped up across the globe.

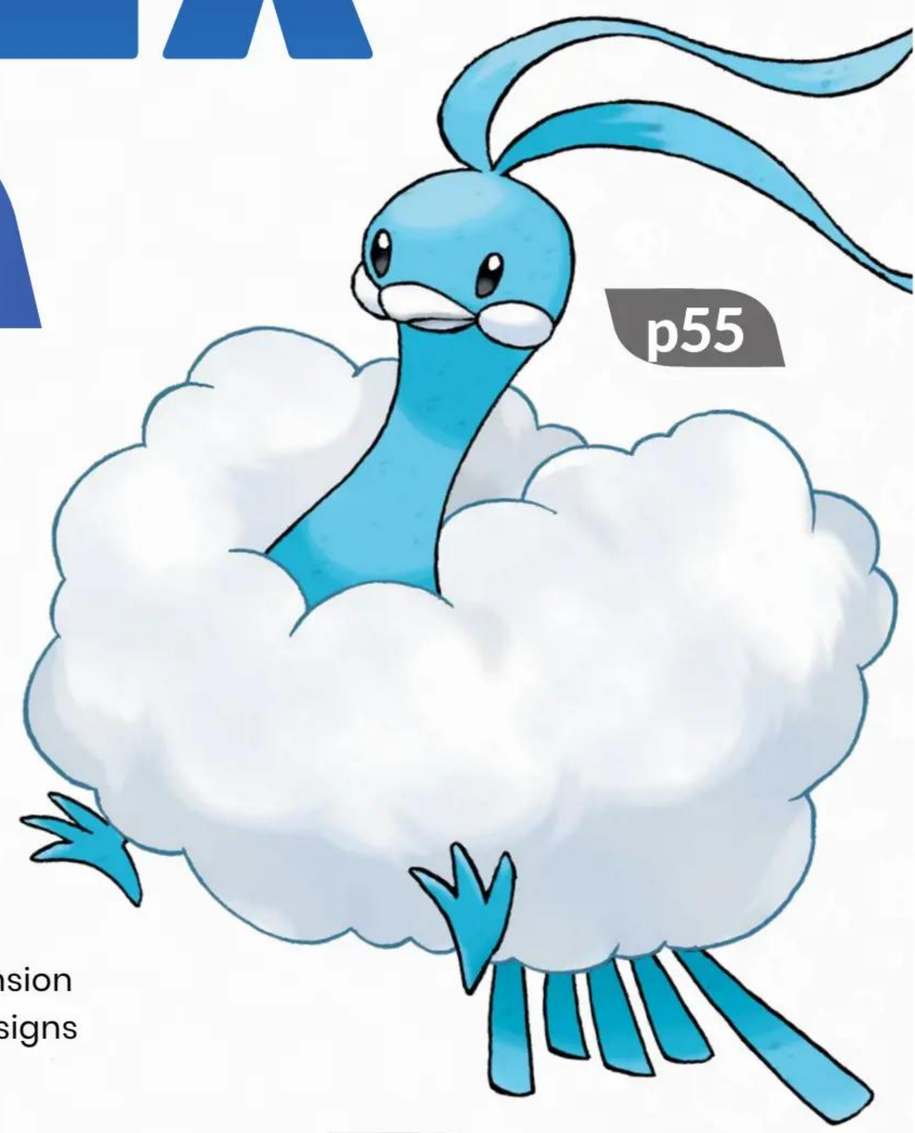
p96

POKÉDEX

001-1025

p87

p69



p55

Kanto REGION

26 Pokédex 001-151
Meet the very first batch of Pokémon ever created

30 Kanto Pokémon
Explore our picks of the best the Kanto region has to offer

Johto REGION

38 Pokédex 152-251
The second wave of Pokémon introduced Dark and Steel types

42 Johto Pokémon
Discover the first Legendary cover stars in *Pokémon* – Lugia and Ho-Oh

Hoenn REGION

48 Pokédex 252-386
Pokémon's third Pokédex expansion features some much-loved designs

52 Hoenn Pokémon
Beware the titans who control the land and sea!

Sinnoh AND Hisui REGION

60 Pokédex 387-493
Generation IV's Pokémon include the favourites Lucario and Garchomp

64 Sinnoh Pokémon
Explore the best Sinnoh has to offer before glimpsing its Hisuian past

p98

p76

Unova
REGION

72 Pokédex 494-649
Say hello to the biggest Pokédex update in history!

76 Unova Pokémon
Many Unovan designs can be seen as echoes of the original 151

Kalos
REGION

82 Pokédex 650-721
The roster from Kalos might be small but they make up for it in quality

86 Kalos Pokémon
Meet some of the most stylish Kalosian Pokémon

Galar
REGION

p67

106 Pokédex 810-898
These charming Pokémon hail from the Britain-inspired Galar region

110 Galar Pokémon
These Galarian greats will be welcome in any Pokémon squad

Alola
REGION

92 Pokédex 722-809
Say, 'Aloha!' to the Hawaiian-inspired Pokémon of Alola

96 Alola Pokémon
Investigate the best monsters this sun-soaked region has to offer

Paldea
REGION

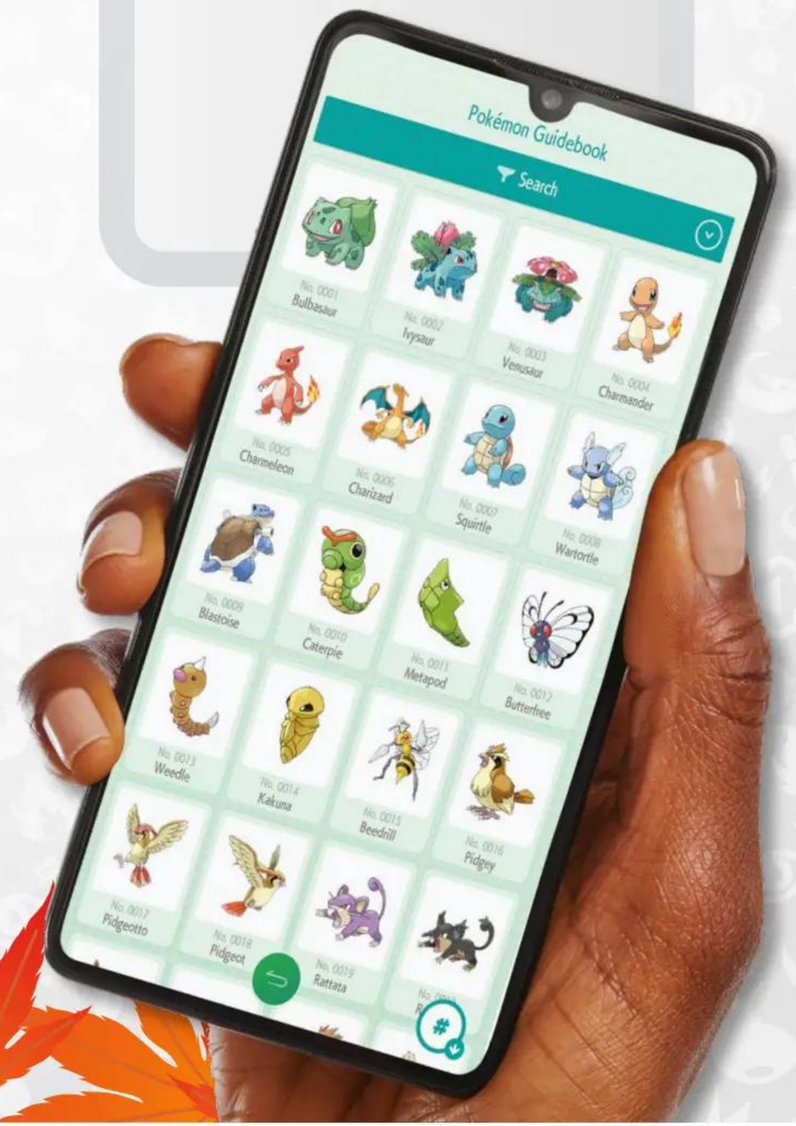
118 Pokédex 906-1025
Meet the most recent *Pokémon* expansion to date!

122 Paldea Pokémon
Which Paldean Paradox Pokémon is your favourite?

Pokémon HOME

NO PLACE LIKE HOME

If you are serious about collecting Pokémon, *Pokémon Home* will be an essential tool for collating your collection. The key benefit of this Nintendo Switch and smartphone app is it lets you transfer your Pokémon from any modern Switch *Pokémon* title to the app, and from there, you can store them in the cloud or port them over to another game, letting you take your favourite monsters with you on your adventures. Do note that using it requires a paid subscription, but your Pokémon won't be erased if you stop paying!



Kanto REGION

Pokédex:
001-151

Make way: Pokémon royalty coming through!

The original 151 Pokémon are often put on a pedestal by the fans and the *Pokémon* creators themselves, and for good reason: without them, there would be no *Pokémon*! The original batch of Pocket Monsters established so many things common in every Pokédex expansion: starter Pokémon, fast-evolving bug types, birds, evolution stones, Legendary trios, Mythic Pokémon, and so much more! Even concepts not properly introduced until later games were dabbled with here – such as gender with the distinct Nidoran forms.

Pokémon like Pikachu, Eevee and Charizard are beloved favourites from this group and are still represented in modern *Pokémon* media, be it Galar Champion Leon's ace-in-the-hole Gigantamax Charizard or Captain Pikachu in *Pokémon Horizons*. That's not to imply there are misses from this collection of all-time classics; in fact, we'd bet that each member of the original 151 has had a moment in the spotlight.

If you're looking to collect Pokémon, start with the Kanto crew. They're represented heavily throughout the *Pokémon* games, and there's a half-decent modern game you can play where you can catch 'em all: *Let's Go Pikachu & Eevee*. These Switch titles support Pokémon Home, too, so you can take them on more adventures.

POKÉMON TYPES: NORMAL | FIRE | WATER | GRASS | ELECTRIC | ICE | FIGHTING | POISON | GROUND | FLYING | PSYCHIC

026 RAICHU

027 SANDSHREW

028 SANDSLASH

029 NIDORAN (F)

030 NIDORINA

031 NIDOQUEEN

032 NIDORAN (M)

033 NIDORINO

034 NIDOKING

035 CLEFAIRY

036 CLEFABLE

037 VULPIX

038 NINETALES

039 JIGGLYPUFF

040 WIGGLYTUFF

041 ZUBAT

042 GOLBAT

043 ODDISH

044 GLOOM

045 VILEPLUME

046 PARAS

047 PARASECT

048 VENONAT

049 VENOMOTH

050 DIGLETT

051 DUGTRIO

052 MEOWTH

053 PERSIAN

054 PSYDUCK

055 GOLDUCK

056 MANKEY

057 PRIMEAPE

058 GROWLITHE

059 ARCANINE

060 POLIWAG

061 POLIWHIRL

062 POLIWRATH

063 ABRA

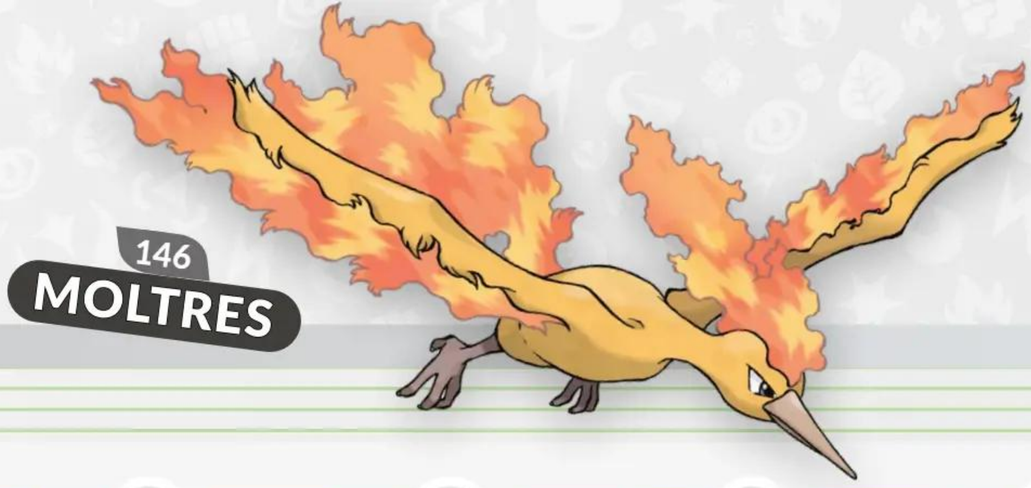
064 KADABRA

065 ALAKAZAM

066 MACHOP

067 MACHOKE

BUG | ROCK | GHOST | DRAGON | DARK | STEEL | FAIRY



146 MOLTRES

068 MACHAMP

069 BELLSPROUT

070 WEEPINBELL

071 VICTREEBEL

072 TENTACOOL

073 TENTACRUEL

074 GEODUDE

075 GRAVELER

076 GOLEM

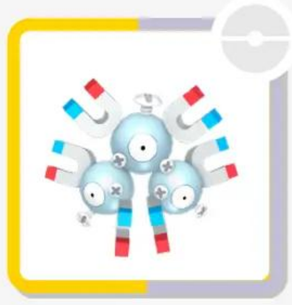
077 PONYTA

078 RAPIDASH

079 SLOWPOKE

080 SLOWBRO

081 MAGNEMITE


082 MAGNETON

083 FARFETCH'D

084 DODUO

085 DODRIO

086 SEEL

087 DEWGONG

088 GRIMER

089 MUK

090 SHELLDER

091 CLOYSTER

092 GASTLY

093 HAUNTER

094 GENGAR

095 ONIX

096 DROWZEE

097 HYPNO

098 KRABBY

099 KINGLER

100 VOLTORB

101 ELECTRODE

102 EXEGGCUTE

103 EXEGGUTOR

104 CUBONE

105 MAROWAK

106 HITMONLEE

107 HITMONCHAN

108 LICKITUNG

109 KOFFING

POKÉMON TYPES: NORMAL | FIRE | WATER | GRASS | ELECTRIC | ICE | FIGHTING | POISON | GROUND | FLYING | PSYCHIC

110 WEEZING

111 RHYHORN

112 RHYDON

113 CHANSEY

114 TANGELA

115 KANGASKHAN

116 HORSEA

117 SEADRA

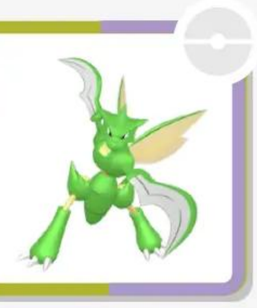
118 GOLDEEN

119 SEAKING

120 STARYU

121 STARMIE

122 MR MIME


123 SCYTHER

124 JYNX

125 ELECTABUZZ

126 MAGMAR

127 PINSIR

128 TAUROS

129 MAGIKARP

130 GYARADOS

131 LAPRAS

132 DITTO

133 EEVEE

134 VAPOREON

135 JOLTEON

136 FLAREON

137 PORYGON

138 OMANYTE

139 OMASTAR

140 KABUTO

141 KABUTOPS

142 AERODACTYL

143 SNORLAX

144 ARTICUNO

145 ZAPDOS

146 MOLTRES

147 DRATINI

148 DRAGONAIR

149 DRAGONITE

150 MEWTWO

151 MEW

BUG | ROCK | GHOST | DRAGON | DARK | STEEL | FAIRY

125 ELECTABUZZ

KANTO POKÉMON

001

BULBASAUR

GRASS EVOLUTIONARY LINE

POKÉMON TYPE: ***GRASS/POISON***

HOW TO OBTAIN: **Received from Professor Oak in Pallet Town**

Bulbasaur is known as the 'Seed Pokémon'. It's a dinosaur-style creature with blue/green skin, pointed teeth, sturdy legs and a green bulb on its back. As one of the first Pokémon that you may encounter in Kanto, Bulbasaur is known to be extremely loyal to Trainers, and it nurtures younger Pokémon using its vines to gently rock them back and forth while singing a 'Bulba-by'.

Bulbasaur has a more strategic moveset compared to its other Kanto starter stablemates – Leech Seed and Poison Powder are fantastic damage-over-time options that will force your opponents to adapt. When a Bulbasaur evolves into an Ivysaur, its bulb grows a pink bud that is ready to bloom. When Ivysaur evolves into Venusaur, that pink bud turns into a gigantic pink-and-white spotted flower, while the monster itself grows to a fearsome two metres tall.

POKÉ FACT

BULBASAUR ACHIEVES ITS FINAL EVOLUTION EARLIER AT LEVEL 32, COMPARED TO THE OTHER KANTO STARTERS, MAKING IT A USEFUL OPTION FOR TRAINERS LOOKING FOR AN EARLY ADVANTAGE.

004

CHARMANDER

FIRE EVOLUTIONARY LINE

POKÉMON TYPE: ***FIRE***

HOW TO OBTAIN: **Received from Professor Oak in Pallet Town**

© Getty. The Pokémon Company

STARTER TRIO

POKÉ FACT

WHILE CHARMANDER AND CHARMELEON ARE PURE FIRE TYPES, CHARIZARD IS FIRE/FLYING – WHICH MEANS IT GAINS A WEAKNESS TO ELECTRICITY.

Charmander is the 'Lizard Pokémon', standing on two legs with orange skin, two prominent fangs and a little flame that burns at the end of its tail. This fire can indicate its health or mood – for example, it will flare fiercely when it's healthy, wavering when it's happy or glow weakly when exhausted. It is said that Charmander will perish if the flame goes out, though if a healthy Charmander's tail gets a bit wet, it can still survive.

Charmander is more of an attack-focused option for Trainers who prioritise power – with excellent Special Attack and Speed stats making it an outstanding rush-down brawler. When Charmander evolves into Charmeleon, it becomes hot-headed and seeks out stronger opponents. Once it evolves into a Charizard, it grows two large draconic wings and becomes a Fire/Flying type.

007 SQUIRTLE

WATER
EVOLUTIONARY LINE

POKÉMON TYPE:
WATER

HOW TO OBTAIN:
Received from Professor Oak in Pallet Town

This 'Tiny Turtle' Pokémon generally walks on its two short blue legs, though it will sometimes run on all fours. It has a hardy shell with a squirrel-like tail that curls inwards. Using the shell, Squirtle can withdraw to defend itself or take a nap. The plucky turtle is an ideal starter for Trainers starting out in the world of Pokémon as it'll make your first Kanto Gym Battle with the Rock-type specialist Brock a cakewalk, thanks to his squad's vulnerability to Water types.

Wartortles are a darker blue than Squirtles with feather-shaped ears, a larger tail and perhaps even some scars and algae growing on older Wartortles' shells. Once it evolves into Blastoise, it gains two powerful water cannons housed in its shell that protrude menacingly behind its shoulders, while its curly tail becomes more stubby.

POKÉ FACT

SQUIRTLE AND ITS EVOLUTIONS HAVE GOOD DEFENCE AND SPECIAL DEFENCE STATS, MAKING THEM A GOOD OPTION FOR THOSE WHO LIKE TANKIER POKÉMON IN THEIR SQUAD.

PIKACHU 025

POKÉMON TYPE: *ELECTRIC*

HOW TO OBTAIN: Caught in Viridian Forest

The franchise's most lovable mascot, Pikachu, needs no introduction! Appearing across the games, anime, trading cards, manga and merchandise, Pikachu is one of the most iconic designs of all time. But do not be fooled by its fuzzy red cheeks, black-tipped ears, chubby body and lightning-shaped tail: Pikachu is ready to shock with its red cheeks storing electricity. In fact, when groups of Pikachu gather, they can sometimes generate lightning storms! When together, they communicate using squeaks and tail-shaking, as well as using electricity to send messages to one another. Unsurprisingly, with all this electricity in the air, there'll be patches of burnt grass around a Pikachu in the wild. They love berries, using electricity to roast those succulent fruits to make them easier to eat, though sometimes they may also eat and destroy telephone poles and other electronic equipment, which can be problematic for humans. Pikachu generates electricity and recharges while it sleeps, though stress and tiredness can affect how well it can amass and store electricity. It can also discharge sparks while sleeping due to dreams of firing electrical shots!

Any Pikachu Trainer will know their Speed stat is their greatest asset, along with their ability to inflict paralysis on their opponents. Make sure to up your Pikachu's evasive capabilities by teaching it and using Double Team in battle, because Pikachu won't be able to take many hits before fainting.

Evolving from the baby Pokémon, Pichu, Pikachu can evolve into its final form, Raichu, using a Thunder Stone. Raichu is a deeper brown/yellow colour, with a longer, whip-like tail, yellow cheeks and curly brown and yellow ears. In the Alola region, a Pikachu will evolve into an Alolan Raichu, which grains the Fairy type along with the usual Electric and surfs on its tail. Female Pikachus have a black-shaped heart on the end of their yellow tail to distinguish themselves from their male counterparts.

It is thought Plusle, Minun, Pachirisu, Emolga, Dedenne, Togedemaru, Morpeko and Pawmi all share an ancestor with Pikachu, as they're all rodent-like electric Pokémon with distinctive pouches on their cheeks.

In terms of other forms, Gigantamax Pikachu is larger and chubbier than its regular form. Three red clouds circle its tail, which has grown in length and can store all of the electricity that it generates, creating a yellow glow and enabling the giant rodent to deliver electric strikes more powerful

"THE FRANCHISE'S MOST LOVEABLE MASCOT, PIKACHU, NEEDS NO INTRODUCTION!"

POKÉ FACT

COSPLAY PIKACHU IS A FEMALE PIKACHU THAT CAN WEAR OTHER OUTFITS SUCH AS A 'DIVA COSTUME' AND LEARN EXCLUSIVE MOVES WHEN IT'S DRESSED UP!

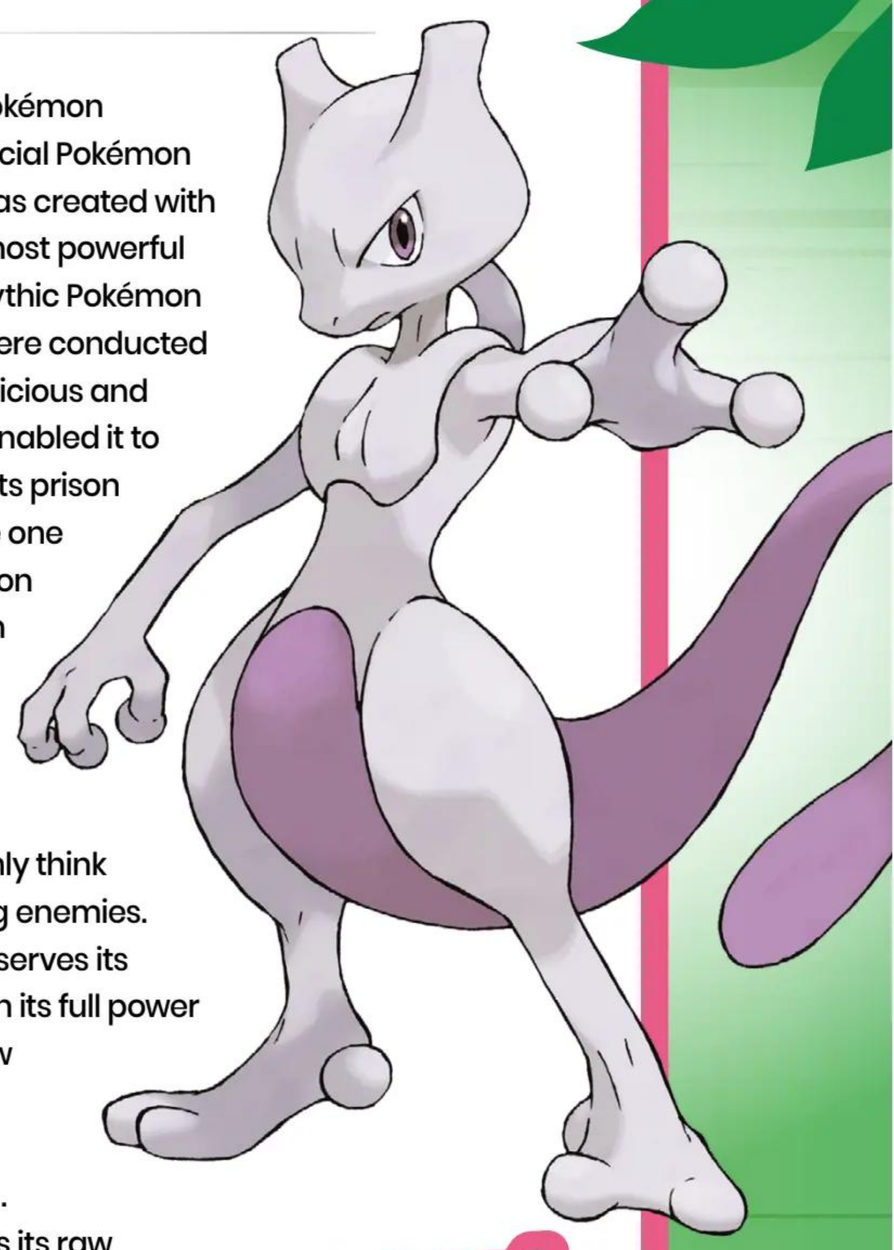
than a lightning storm. Though it has a lot of power, Pikachu is only in its Gigantamax for a short amount of time – so make sure you hold the transformation back until it's necessary.

Pikachu's fame is widespread: we're willing to bet our Pokémon Dollars that anyone would be able to single out and name it thanks to its starring status across all Pokémon media. And for good reason: it's the most perfect Pokémon there is!

KANTO REGION

150 MEWTWO

POKÉMON TYPE: ***PSYCHIC***
HOW TO OBTAIN: Encountered in Cerulean Cave



■ Created by Mr Fuji in his Pokémon Mansion, Mewtwo is an artificial Pokémon with a human-like form. It was created with the goal of developing the most powerful weapon as a clone of the Mythic Pokémon Mew. Horrific experiments were conducted on Mewtwo making it both vicious and extremely powerful, which enabled it to flee its captors and destroy its prison in the process. It is said to be one of the most powerful Pokémon ever, but it lacks compassion and strikes fear into its enemies with its savage heart. As Mewtwo was engineered solely for the purpose of battling, it can only think about fighting and defeating enemies. When it is not fighting, it conserves its energy so that it can unleash its full power once it's in battle. It sees Mew as a rival due to its jealousy towards being a copy, while Mew is the original Pokémon.

Mewtwo's greatest asset is its raw power, making its Psychic attacks devastating and difficult to endure. It is one of the more unique Pokémon that has two Mega Evolution options: Mega Mewtwo X and Mega Mewtwo Y. Mega Mewtwo X is larger and bulkier, while Mega Mewtwo Y is smaller and lighter akin to Mew – the former favours the Attack stat while the latter has a better Special Attack.

While you can catch Mewtwo in different regions thanks to special events, the most reliable way to encounter it is to journey to the Cerulean Cave after beating Kanto's Elite Four, where it waits for a worthy opponent. Bring a Master Ball to make the showdown easier!

POKÉ FACT

MOST OF MEWTWO'S ATTACKS RELY ON ITS SPECIAL ATTACK STAT EXCEPT FOR PSYCHO CUT, WHICH DEALS PHYSICAL DAMAGE. KEEP IT ON-HAND IF YOU ARE USING MEGA MEWTWO X OR FACING A FOE WITH HIGH SPECIAL DEFENCE.

POKÉ FACT

DESPITE BEING AN ANCIENT POKÉMON AND BEING THE ORIGINAL OF THE TWO, MEW COMES AFTER ITS CLONE MEWTWO IN THE POKÉDEX.

151 MEW

POKÉMON TYPE: ***PSYCHIC***

HOW TO OBTAIN: **Obtained from the Poké Ball Plus, or Floaroma Town**

One of the rarest Pokémon of all, Mew was worshipped by ancient people and was said to be a mirage by experts. Many believe that Mew is extinct, though others claim that Mew only appears to those pure of heart and who truly wish to see it.

It's said that Mew is the ancestor of all Pokémon as its DNA contains the genetic codes of all Pokémon, and it can learn all techniques and moves in the Pokémon world. It does not have an evolution, and no Pokémon is known to evolve from Mew, making it truly unique.

Mew can make itself invisible, levitate, teleport, split itself up, transform into all known Pokémon and protect itself with an orb of energy. Each of its stats has the same base value of 100, which means it's not a terrible but also not an impressive battler. That said, it is capable of naturally learning an array of amazing moves, including Psychic, Aura Sphere and Ancient Power. Mew is also capable of using the move Transform – an attack only Ditto can use otherwise.

This is one of the more difficult Pokémon to obtain – which tracks with its Mythic status. Don't fret, though because it *is* possible! If you're lucky enough to have a Poké Ball Plus with a copy of *Pokémon Let's Go Pikachu & Eevee*, you can obtain it from that. Otherwise, your best option is to pick up *Pokémon Brilliant Diamond & Shining Pearl*, make sure you have a *Let's Go* save on your Nintendo Switch, and head to Floaroma Town, where you can redeem your very own Mew for the effort. Keep it safe, though! You'll only get one.

133 EEVEE

POKÉMON TYPE: ***NORMAL***

HOW TO OBTAIN: **Caught on Kanto's Route 17**

This adorable fluffy Pokémon is almost *just* as prevalent across *Pokémon* media as the main mascot, Pikachu. Eevee is a unique Pokémon: adaptable and able to evolve into several different Pokémon depending on the evolution stone or the environment it is exposed to. Its brown fur, fluffy white collar and long ears can change with every form. While it's still a mystery how Eevee can evolve into so many different types, scientists believe it has an irregularly shaped genetic structure that can be influenced by its environment, and that the species could be the key to solving the mysteries surrounding Pokémon evolution.

Its evolutions (affectionately referred to as 'Eeveelutions') cover many types: Water, Fire, Electric, Dark, Psychic, Ice, Grass and Fairy. When exposed to a Water Stone, Eevee turns into the Water-type Vaporeon. Produce a Thunder Stone in front of Eevee, however, and it will turn into Jolteon, an Electric

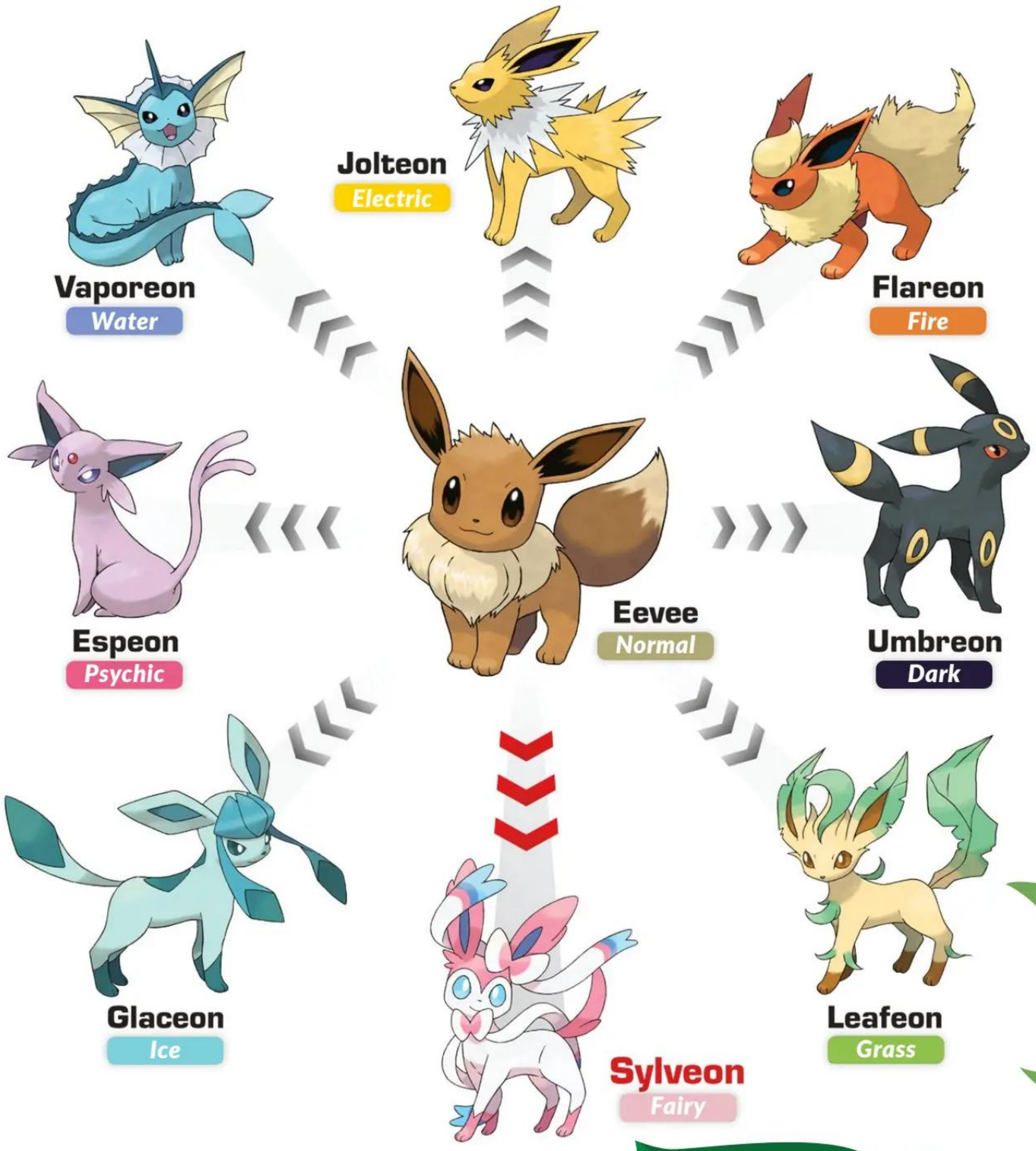
type. With a Fire Stone, an Eevee can evolve into the Fire-type Flareon. The Psychic-type Espeon is slightly different, evolving from Eevee when it is levelled up with high friendship in the daytime or if there's a Sun Shard in the player's bag. On the other hand, the Dark-type Umbreon evolves from Eevee when levelled up with high friendship in the night or if there's a Moon Shard in the player's bag. With a Leaf Stone or when near a Moss Stone, Eevee evolves into the Grass-type Leafeon. But if an Eevee is near an Ice Rock or exposed to an Ice Stone, it will turn into the Ice-type Glaceon instead. Sylveon, the Fairy-type evolution of Eevee, can be acquired by levelling up an Eevee with high friendship once it has learned Fairy-type move.

Much like Pikachu, Eevee can be a partner Pokémon in *Pokémon Let's Go: Eevee*, and can learn exclusive moves such as Bouncy Bubble, Freezy Frost and Sparkly Swirl (influenced by its Eeveelutions). A female partner Eevee can also have a special pattern on its tail that is similar to a heart shape!

In Gigantamax form, Eevee becomes larger and fluffier with clouds circling its ear. With its fur becoming more luxurious and its humongous size, Gigantamax Eevee can unintentionally crush its opponents with its weight from just wanting to play!

POKÉ FACT

THE PARTNER EEVEE IN POKÉMON LET'S GO: EEVEE, IS SLIGHTLY LARGER THAN OTHER EEVEES, HAS LIGHTER FUR AND ALSO HAS SPECIAL PURPLE IRISES.



"SCIENTISTS BELIEVE EEVEE COULD BE THE KEY TO SOLVING THE MYSTERIES SURROUNDING EVOLUTION"

SNORLAX 143

POKÉMON TYPE: *NORMAL*

HOW TO OBTAIN: Found blocking Kanto's Routes 12 and 16

This gargantuan, sleepy Pokémon loves to eat and sleep. It has a big belly, cream face and stomach, and walks on two feet – that's if you ever see it walking around! When asleep, it can only be woken up by a Poké Flute or if it's hungry. Snorlax only voluntarily wakes up to eat, requiring an impressive 400kg (900lbs) of food every day. Once satisfied, it will fall asleep again. Snorlax has a strong stomach and can eat almost anything, even spiky thorns and Muk's putrid poison!

Very much a gentle giant, this Pokémon lets children and small Pokémon bounce on its stomach – but interrupt its sleep or agitate it, and it can demonstrate colossal power. It can also frustrate human inhabitants by rocking up to an unsuspecting town and eating all their local food supplies without warning.

In its Galarian Gigantamax form, Snorlax grows grass, bushes, rocks and a tree on its belly. Berries even grow on the tree – including a Sitrus Berry, Magost Berry and Haban Berry. Despite its elevated size, Gigantamax Snorlax will hardly move in battle – preferring to slightly lift its arm and legs, though it is still capable of enormous power!

Snorlax has amazing HP and Special Defence stats, making it a tanky staller against Pokémon that rely on Special Attacks. Teach it Rest to restore its HP by taking a nap, and Snore to deal reliable damage while it's asleep.

POKÉ FACT

SNORLAX IS THE MASCOT OF POKÉMON SLEEP, A SLEEP-TRACKING GAME FOR IOS AND ANDROID. IN THE GAME, YOU RAISE SNORLAX BY COOKING IT MEALS AND FEEDING IT BERRIES.

PIDGEY 016

POKÉMON TYPE: *NORMAL/FLYING*

HOW TO OBTAIN: Encountered throughout Kanto

This 'Tiny Bird' Pokémon is a small, brown creature with a cream face and feathers with a short beak. Pidgey has a fantastic sense of direction and can fly straight back to its nest no matter how far away it's flown. As a docile creature, it tends to fly away from predators and enemies, though it can whip up dust clouds to protect itself or to flush out prey. Pidgey is quite a common Pokémon and can be found throughout many regions.

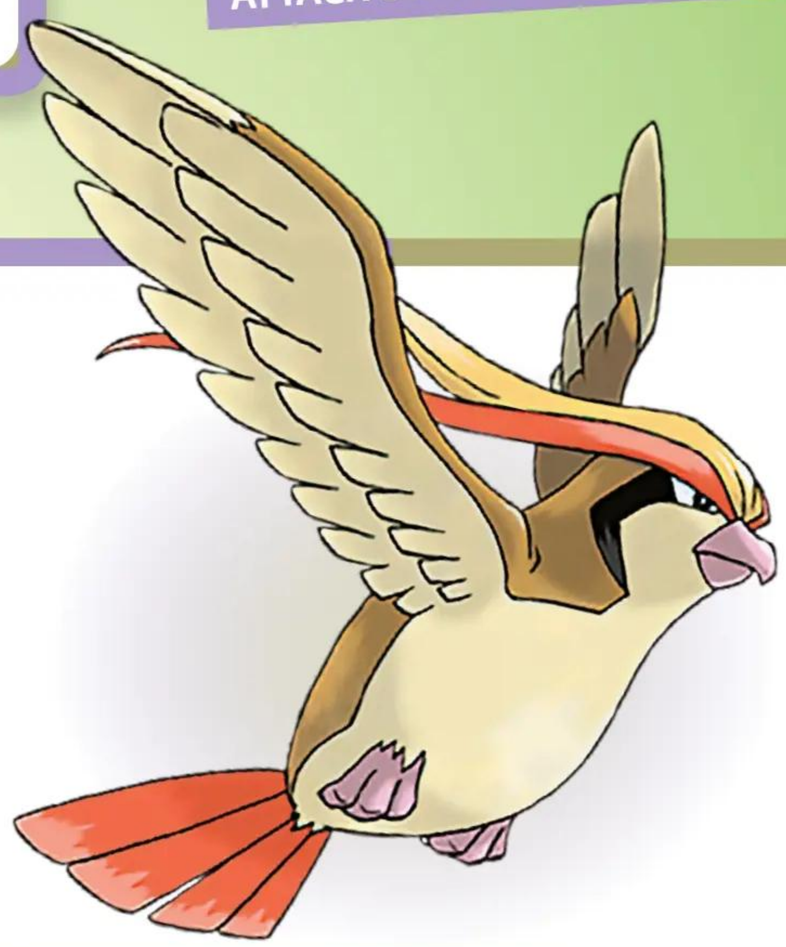
POKÉ FACT

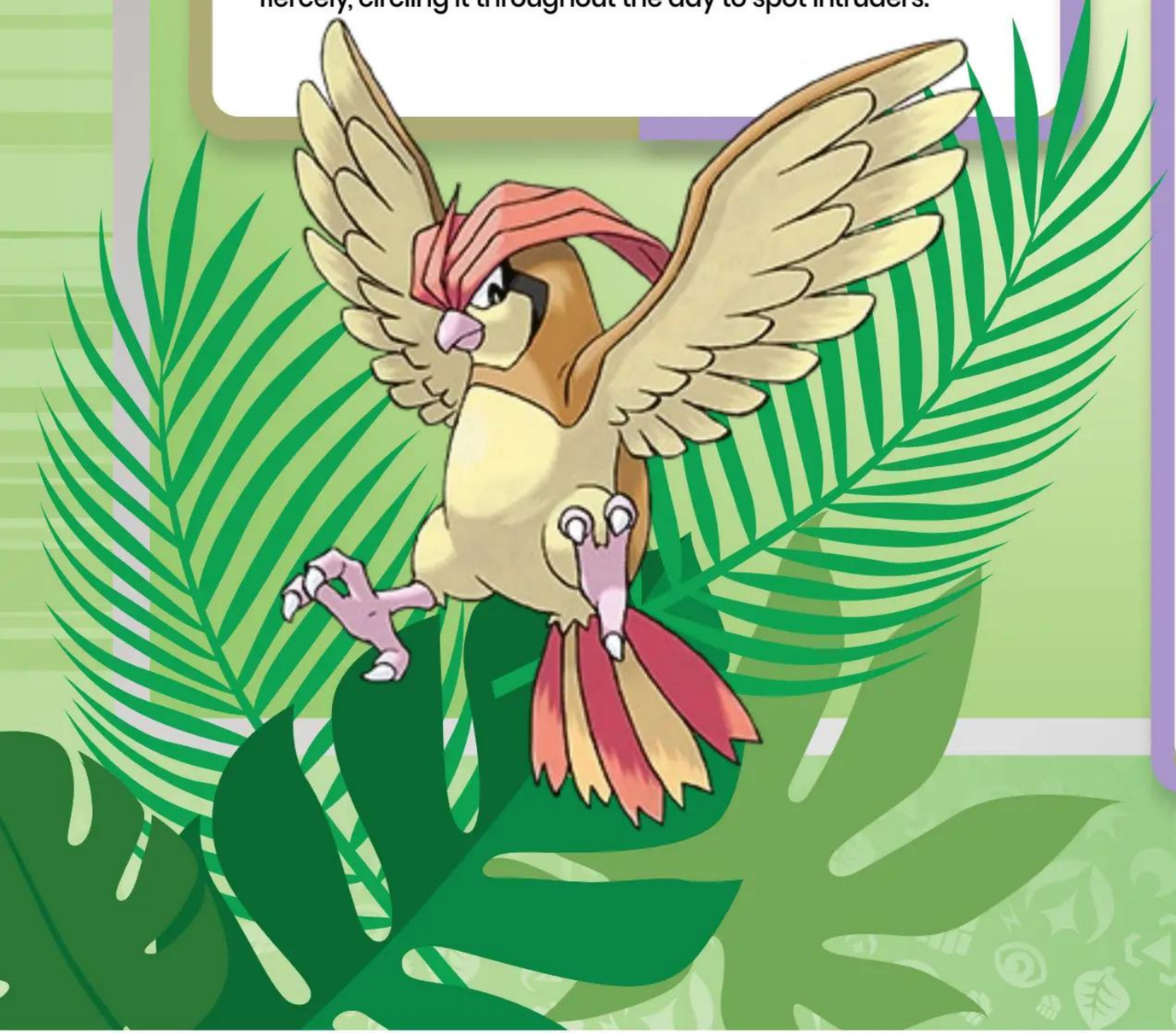
FEATHER DANCE USED TO BE THE PIDGEY EVOLUTION LINE'S SIGNATURE MOVE, BUT NOW MULTIPLE BIRD POKÉMON CAN LEARN THE ATTACK, WHICH LOWERS AN OPPONENT'S ATTACK STAT BY TWO STAGES.

PIDGEOTTO 017

POKÉMON TYPE: *NORMAL/FLYING*

Pidgeotto evolves from Pidgey starting from level 18, sharing some of its coloured feathers but generally looking larger and more raptor-like, with the addition of some pink feathers on its head and tail. It's a powerful flier, with great Speed and Attack stats, grabbing prey with its sharp talons and flying them back to its nest several miles away. It also has fantastic eyesight for hunting prey, especially Exeggcute and Magikarp. Pidgeotto will defend its territory of 100 kilometres (60 miles) fiercely, circling it throughout the day to spot intruders.





PIDGEOT 018

POKÉMON TYPE: *NORMAL/FLYING*

As the final evolution of Pidgey, Pidgeot has majestic wings with brown feathers and pinkish-orange plumage on its head and tail. Its wings can create windstorms, and it can fly at impressive speeds – often faster than the speed of sound! Pidgeot has a Mega Evolution form, growing bigger with blue tips adorning its white feathers and a larger crest on its head. Mega Pidgeot can fly for two weeks without rest, thanks to its increased wing power. Ensure to level Pidgeot up to level 68 to teach it Hurricane – an awesome attack that can confuse your opponent while dealing tons of damage!

Johto REGION

Pokédex: 152-251

152 CHIKORITA | 153 BAYLEEF | 154 MEGANIUM | 155 CYNDAQUIL | 156 QUILAVA

157 TYPHLOSION | 158 TOTODILE | 159 CROCONAW | 160 FERALIGATR | 161 SENTRET

162 FURRET | 163 HOOTHOOT | 164 NOCTOWL | 165 LEDYBA | 166 LEDIAN

167 SPINARAK | 168 ARIADOS | 169 CROBAT | 170 CHINCHOU | 171 LANTURN

172 PICHU | 173 CLEFFA | 174 IGGLYBUFF

Meet some of the most beloved monsters in the Pokémon world

Following the first 151 Pokémon is a tough job, but the Johto Pokédex showcases monster designs that have stolen many hearts since they arrived in 1999. Hailing from the Johto region, which echoes traditional elements of Japanese culture, these 100 monsters emphasise mythology and mystery above all.

Sitting centre stage in this are the two types added with the region: Dark and Steel. The likes of Steelix, Scizor, Houndoom and Murkrow show these formidable breeds of Pokémon at their best and lay down a solid template for future Pokémon of their typings to come. Eevee also saw some love with two new evolutions: Espeon and Umbreon, which are mainstays of any Eevee fan's roster. Of course, there are the Legendary Pokémon: Lugia and Ho-oh, two monumentally important creatures that kicked off a trend of showing off opposing cover stars for every mainline game that followed their debut in *Gold & Silver*.

Johto collectors can pick up a wealth of these monsters from *Pokémon Gold & Silver* and their remakes, but moving them across to the modern games will be impossible. Luckily, Johto's Pokémon are popular with the game developers and they often show up in the newer titles. If you're looking for them on the Nintendo Switch, pick up *Sword & Shield*, *Scarlet & Violet* and their DLC. You can also hit the streets and pick them up by playing *Pokémon Go*, where they are widely available, and transfer them to Pokémon Home.

POKÉMON TYPES: NORMAL | FIRE | WATER | GRASS | ELECTRIC | ICE | FIGHTING | POISON | GROUND | FLYING | PSYCHIC

JOHTO REGION
181 AMPHAROS
158 TOTODILE
249 LUGIA
175 TOGEPI
176 TOGETIC
177 NATU
178 XATU
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182 BELLOSSOM
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186 POLITOED
187 HOPPIP
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191 SUNKERN
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POKÉ FACT
PICHU, CLEFFA, IGGLYBUFF, TOGEPI, TYROGUE, SMOOCHUM, ELEKID AND MAGBY ARE ALL BABY POKÉMON OBTAINED FROM BREEDING THEIR ADULT COUNTERPARTS. A DITTO WILL HELP!
194 WOOPER
195 QUAGSIRE
196 ESPEON
197 UMBREON
172 PICHU
BUG | ROCK | GHOST | DRAGON | DARK | STEEL | FAIRY

198 MURKROW | 199 SLOWKING | 200 MISDREAVUS | 201 UNOWN | 202 WOBBUFFET | 203 GIRAFARIG | 204 PINECO

205 FORRETRESS | 206 DUNSPARCE | 207 GLIGAR | 208 STEELIX | 209 SNUBBULL | 210 GRANBULL | 211 QWILFISH

212 SCIZOR | 213 SHUCKLE | 214 HERACROSS | 215 SNEASEL | 216 TEDDIURSA | 217 URSARING

218 SLUGMA | 219 MAGCARGO | 220 SWINUB | 221 PILOSWINE

222 CORSOLA | 223 REMORAID | 224 OCTILLERY

POKE FACT

IF YOU'RE AFTER A SCIZOR OR STEELIX, YOU WILL NEED TO TRADE A SCYTHER OR ONIX BUT REMEMBER: THEY MUST BE HOLDING A METAL COAT ITEM.

POKÉMON TYPES: NORMAL | FIRE | WATER | GRASS | ELECTRIC | ICE | FIGHTING | POISON | GROUND | FLYING | PSYCHIC

180 FLAAFFY

251 CELEBI

225 DELIBIRD

226 MANTINE

227 SKARMORY

228 HOUNDOUR

229 HOUNDOOM

230 KINGDRA

231 PHANPY

232 DONPHAN

233 PORYGON2

234 STANTLER

235 SMEARGLE

236 TYROGUE

237 HITMONTOP

238 SMOOCHUM

239 ELEKID

240 MAGBY

241 MILTANK

242 BLISSEY

243 RAIKOU

244 ENTEI

245 SUICUNE

246 LARVITAR

247 PUPITAR

248 TYRANITAR

249 LUGIA

250 HO-OH

251 CELEBI

BUG | ROCK | GHOST | DRAGON | DARK | STEEL | FAIRY

JOHTO POKÉMON

152 CHIKORITA

GRASS EVOLUTIONARY LINE

POKÉMON TYPE: ***GRASS***

HOW TO OBTAIN: Received from Professor Elm in New Bark Town

Like Bulbasaur that came before it, Chikorita is the plant-like Grass-type starter of the Johto region. However, unlike the advantage this gave against the Rock and Water-type Gyms encountered early in Kanto, players who choose this Pokémon as their partner in Johto will face more of a challenge against the initial Flying and Bug-type Gyms. Chikorita's signature move is Razor Leaf, transforming the large leaf on its head into a formidable weapon. But this foliage isn't just for battle. The leaf has a sweet smell that can calm other Pokémon and can be used to gauge temperature and humidity. Upon reaching level 16, Chikorita can evolve into Bayleef, gaining a longer neck and looking more like a dinosaur, with the buds on its neck also growing in size. At level 32, Bayleef evolves into Meganium, with its buds blooming into a beautiful pink flower.

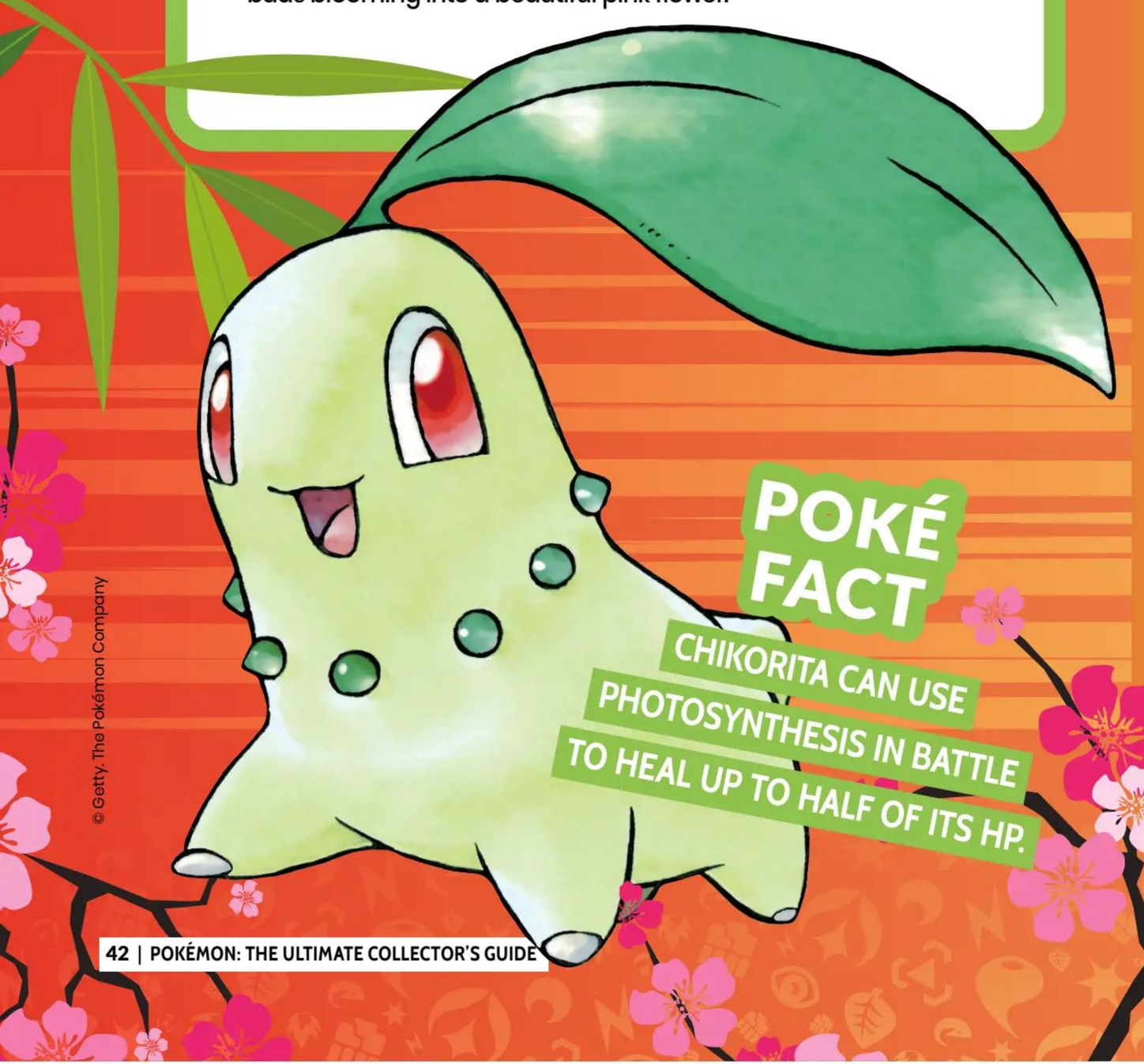
155 CYNDAQUIL

FIRE EVOLUTIONARY LINE

POKÉMON TYPE: ***FIRE***

HOW TO OBTAIN: Received from Professor Elm in New Bark Town

Although the Johto region's Fire-type starter is called the 'Fire Mouse Pokémon', it more closely resembles a long-nosed echidna or porcupine, though instead of the sharp quills these real-world animals possess, Cyndaquil can unleash flames from its back when it's fired up in battle or wants to deter a threat. These flames protrude from the red circles that adorn the Pokémon's blue-black back. As well as harnessing the power of flame with its Ember attack, which has a small chance of causing a burn, Cyndaquil can lower its opponent's accuracy using Smokescreen by hiding itself in a thick, murky haze. Rarely seen with its eyes open, Cyndaquil is a very shy, timid Pokémon that will curl into a ball when frightened. It evolves into the more weasel-like Quilava at level 14, which has a fire burning on its head like a flaming mohawk, and then Typhlosion at level 36.



POKÉ FACT

CHIKORITA CAN USE PHOTOSYNTHESIS IN BATTLE TO HEAL UP TO HALF OF ITS HP.

© Getty. The Pokémon Company

STARTER TRIO

JOHTO REGION

158 TOTODILE

WATER EVOLUTIONARY LINE

POKÉMON TYPE: WATER

HOW TO OBTAIN:

Received from Professor Elm in New Bark Town

This small, blue, crocodilian Pokémon has strong jaws and sharp fangs, giving it a powerful bite with great crushing power. As the Water–type starter of the Johto region, Totodile can learn Water Gun to unleash a powerful jet of water at its opponent – useful against any Fire, Ground or Rock types you encounter. It has a yellow V-shape across its chest and sharp red spikes along its spine. Evolving into Croconaw at level 18, raising your partner to level 30 will see it transform into the ferocious Feraligatr. Totodile is a very fun-loving and playful creature but it does have a tendency to play rough without realising, sometimes biting its Trainer by accident, which can be really painful! Being a Water type, Totodile is at home in rivers and lakes. It's an adept swimmer, using its thick tail to propel itself through the water.

"RARELY SEEN WITH ITS EYES OPEN, CYNDAQUIL IS A VERY SHY, TIMID POKÉMON"

POKÉ FACT

CYNDAQUIL IS ALSO A STARTER POKÉMON IN LEGENDS: ARCEUS, WHERE IT EVOLVES INTO THE HISUIAN FORM OF TYPHLOSION.

POKÉ FACT

TOTODILE AND ITS EVOLUTIONARY LINE HAVE STRONG PHYSICAL ATTACK AND DEFENCE STATS, MAKING IT A SCRAPPY OPTION FOR THOSE WHO LIKE AN UP-CLOSE FIGHT.

183 MARILL

POKÉMON TYPE: ***WATER/FAIRY***

HOW TO OBTAIN: **Found inside Mt Mortar**

■ Originally a pure Water-type Pokémon, with the addition of Fairy type in Generation VI, Marill and its evolution, Azumarill, were both retroactively given a secondary typing, increasing their move pools to include attacks of this type. This aquatic Pokémon is very round, with a white belly and big circular ears. Its ears are very sensitive, giving this mouse excellent hearing over great distances. A bubble-like orb sits at the end of its zigzagging tail – this is filled with oil, making it buoyant. It uses its tail as a float while it swims, with its water-resistant fur helping it move quickly in strong currents. Marill's diet mostly consists of aquatic plants, but it has been known to fish for its dinner. As well as using Water Gun and Bubble Beam, Marill can learn Aqua Tail, turning its swimming aid into a weapon.

AZURILL

■ Azurill doesn't appear in the original *Gold & Silver* games because it was introduced as a baby form of Marill for Generation III. It evolves into Marill once it reaches a high level of friendship with its trainer. Originally a Normal type – not Water – it gained a secondary Fairy typing like its evolutions after Generation VI.

POKÉ FACT AZUMARILL'S HIDDEN ABILITY, SAP SIPPER, BOOSTS ITS ATTACK POWER WHEN HIT BY A GRASS-TYPE MOVE.

AZUMARILL 184

POKÉMON TYPE: ***WATER/FAIRY***

■ When Marill evolves into Azumarill, its body becomes egg-shaped and its ears grow, resembling a rabbit's. It keeps the white belly but gains bubbles of white above it which help camouflage it when in water. Its long ears provide incredibly proficient sound detection, even while swimming in fast-moving rivers and streams, allowing Azumarill to identify other Pokémon nearby. It can also roll up its ears to keep them dry while swimming. More of a physical attacker, Azumarill uses powerful moves like Aqua Tail and Play Rough to cause damage. If the Pokémon has the Huge Power ability, its already-high attack power is doubled, making it a really heavy hitter – especially if combined with the attack-boosting move Belly Drum at the cost of half its HP. Despite its power, Azumarill is a kind and caring creature. If it comes across a Pokémon in distress, it can produce air bubbles to save them from drowning.

179

MAREEP

POKÉMON TYPE: ***ELECTRIC***

HOW TO OBTAIN: **Caught on Johto Routes 32, 42 and 43**

This fluffy sheep Pokémon is quite docile and will try to avoid battle if it can. Its defining characteristic is its warm, woolly coat, which never stops growing. Mareep's cream-coloured wool builds up static as it rubs against itself, creating and storing an electrical charge. It sheds its thick coat in warmer weather, but it grows back fully in just a week. There are farms that raise Mareep specifically for its wool, which is used to make high-quality clothing.

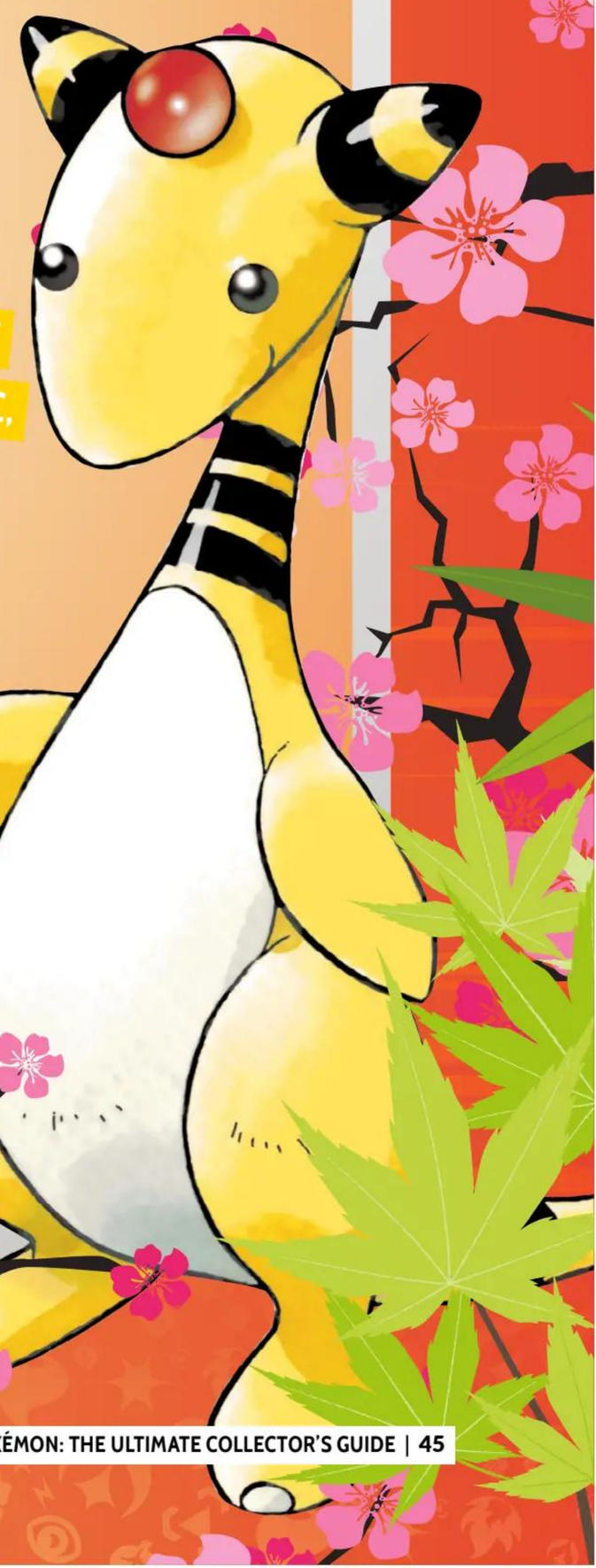
FLAAFFY 180

POKÉMON TYPE: ***ELECTRIC***

Once it reaches level 15, Mareep evolves into Flaaffy, changing colour from dark blue to pink and standing on two legs instead of four. Though it still possesses some wool around the head and neck, most of its body is bare. Flaaffy's skin is rubbery, protecting it from electric shocks from its own wool, which stores up static. When Flaaffy's fleece is fully charged, the spherical blue bulb at the end of its tail lights up.

POKÉ FACT

AMPHAROS LEARNS A VARIETY OF ATTACK TYPES, INCLUDING ELECTRIC, FAIRY, DRAGON AND ROCK.



AMPHAROS 181

POKÉMON TYPE: ***ELECTRIC***

Evolving from Flaaffy at level 30, Mareep's final form is the black-and-yellow Ampharos, no longer adorned in wool. The red orb on the end of its tail is incredibly bright, acting like a beacon to guide people in the dark – it can also be used to send signals across distances. When Ampharos goes to sleep, its bulb powers down for the night. Ampharos can Mega Evolve into Mega Ampharos, an Electric/Dragon type with a flowing mane.

246 LARVITAR

POKÉMON TYPE: *ROCK/GROUND*

HOW TO OBTAIN: Found in Mt Silver

Despite standing just over half a metre tall, Larvitar weighs in at a hefty 72 kilograms. Its mass is due to its thick, stone-like skin, which protects this small reptilian Pokémon from attacks. Larvitar hatches deep underground, where the eggs can be safeguarded from harm. After emerging from its egg, Larvitar will make its way to the surface by consuming the soil around it and tunnelling up. As soil and earth form the primary parts of its diet, it tends to live in rocky, mountainous areas or inside caves. Caves are an ideal habitat for Larvitar because its eyes adapt quite poorly to bright lights, limiting its vision outside. Green in colour, Larvitar has a big spike on its head and a red diamond pattern on its belly that looks scaly – this may be tougher than the rest of its skin for protection against head-on attacks.

PUPITAR 247

POKÉMON TYPE: *ROCK/GROUND*

It's said that when a Larvitar has eaten an entire mountain's worth of earth and soil, it will evolve into a Pupitar, the pupal stage of its evolutionary line. In the games, it evolves when reaching level 30, encasing itself in a solid blue-grey cocoon with a shell even more resilient than Larvitar's skin and it will remain in this form until level 55. Though it has no visible arms or legs, Pupitar can propel itself around its mountain habitat by using compressed gas stored inside its shell to fire a jet in the opposite direction to which it wants to travel. Pupitar can use these jets to push itself forward with enough force to crack a boulder. Pupitar's ability is Shed Skin, which gives it a one-in-three chance to cure itself of a status condition – such as sleep or a burn – at the end of a turn in battle.

TYRANITAR 248

POKÉMON TYPE: *ROCK/DARK*

The pseudo-Legendary of Generation II is one of the strongest Pokémon in the Johto region, with the power to summon earthquakes that can change the entire landscape beyond recognition. Some of its strongest moves in battle are Stone Edge and Giga Impact – the latter seeing Tyranitar use its heavily plated body to slam into enemies and do deadly damage. The Godzilla-like beast can also summon vast sandstorms that chip away at other Pokémons' health, with Tyranitar remaining unscathed due to its thick, rocky skin. Tyranitar is aware of its immense power, sleeping in the open without fear and challenging other Pokémon to battles if it deems them strong enough. When in the presence of Tyranitarite, it can Mega Evolve into Mega Tyranitar, with the spines that cover its head, back and tail growing in size and sharpness, and its personality becoming more savage.

POKÉ FACT

IN POKÉMON VIOLET, TYRANITAR HAS A FUTURISTIC PARADOX FORM CALLED IRON THORNS, WHICH IS A ROCK/ELECTRIC TYPE.

LUGIA 249

POKÉMON TYPE: *PSYCHIC/FLYING*

HOW TO OBTAIN: Found in the Whirl Islands

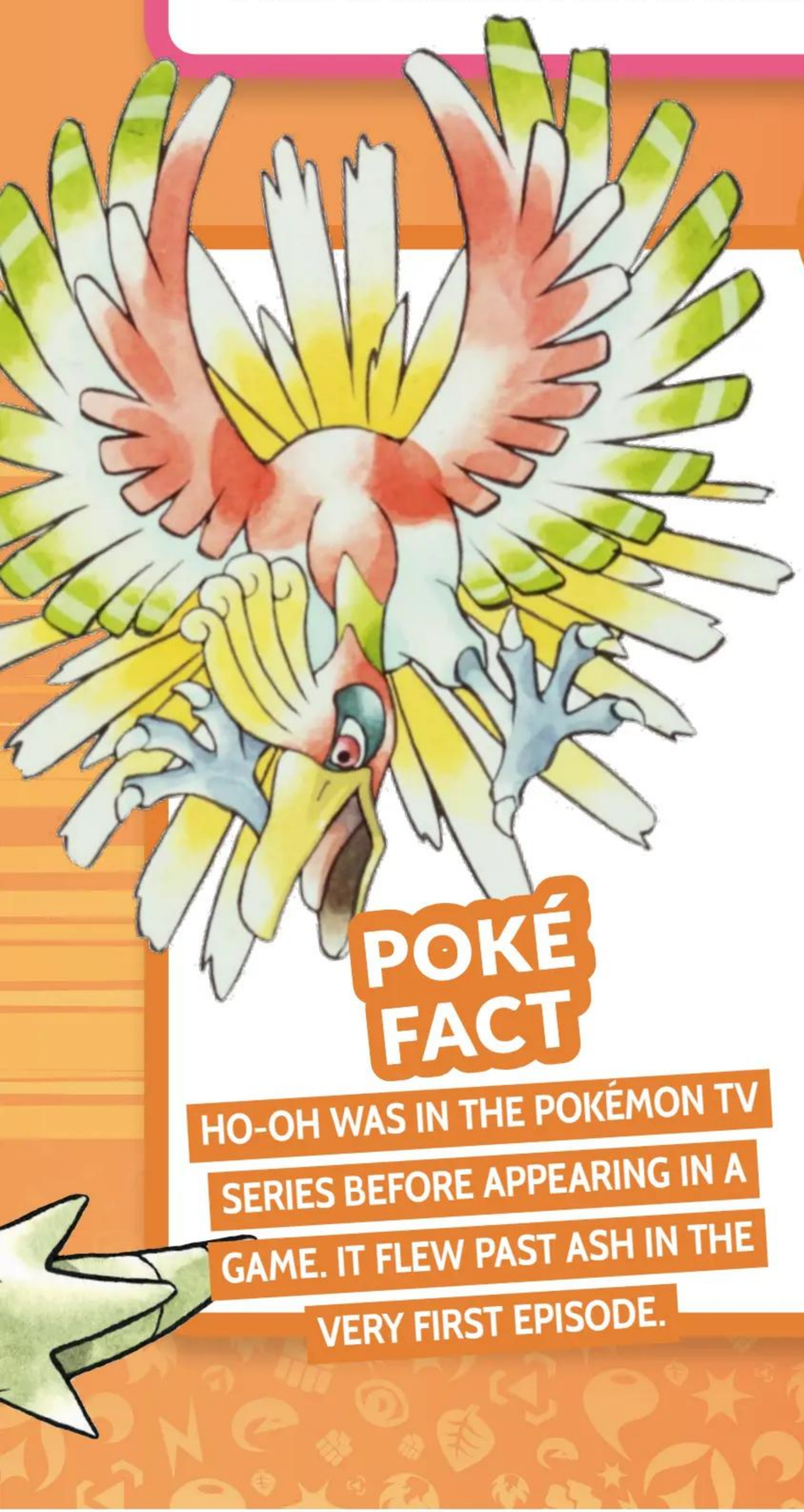
■ Known as the 'Guardian Of The Seas' – and often mistaken for a Water type as a result – Lugia can soar high in the sky and dive into deep ocean depths. It's a large, silver-white Pokémon with elements of a plesiosaur and a bird, though its wings have finger-like details that make them look like hands. These wings are so powerful that even one flap can create vicious winds. When on the offensive, Lugia can make a swirling vortex with its wings and direct it towards its opponent. Its long neck and streamlined body help it move at great speeds through both air and water. To increase its speed, it can fold down the dark blue plates that line its back to make itself more aerodynamic.

Lugia once inhabited the top of the Brass Tower northeast of Ecruteak City before the building was struck by a bolt of lightning and burned down, causing the mascot of *Pokémon Silver* to make its home in the Whirl Islands, an archipelago east of Cianwood City. These four islands are interlinked by underwater sea caves but were originally one whole island. To stop humans fighting over ownership of the island, Lugia summoned a devastating storm that ripped the island apart before disappearing beneath the waves. Lugia spends most of its time underwater and is rarely seen by humans. If an aspiring Trainer wishes to encounter this powerful leviathan, they will need to brave the underwater world of the Whirl Islands with a Silver Wing in hand.

POKÉ FACT

LUGIA IS THE ONLY POKÉMON THAT CAN LEARN THE FLYING-TYPE ATTACK AEROBLAST – ITS SIGNATURE MOVE.

HO-OH 250



POKÉMON TYPE: *FIRE/FLYING*

HOW TO OBTAIN: Found atop the Tin/Bell Tower

■ This phoenix-like member of the 'Tower Duo' is the mascot of *Pokémon Gold* and *HeartGold*. It can be summoned at the summit of the Tin Tower (or Bell Tower in *HeartGold*) if a trainer is pure of heart and possesses a Rainbow Wing. Battling this beautiful, brightly coloured bird is tough, as its signature move Sacred Fire torches its opponents with mystical flames and has a 50% chance to burn. It can also learn Sky Attack and Overheat, giving it a heavy-hitting move pool to cause ruinous damage. Despite looking like a nimble attacker, Ho-Oh has a surprisingly high Special Defence stat, giving it an advantage against Pokémon who rely on Special moves.

A legend passed down in the Johto region for 150 years tells how Ho-Oh used the power of resurrection to return three Pokémon to life. When lightning struck the Brass Tower that once housed Lugia and burnt it to the ground, three unnamed Pokémon were trapped inside by the flames, and sadly perished. Once the inferno had died down, Ho-Oh descended from above and restored the lives of these three Pokémon, turning them into the Legendary beasts: the Water-type Suicune, Electric-type Raikou and Fire-type Entei. Though these monsters now roam the land freely, they still have great respect for Ho-Oh. A sighting of this Legendary creature is rumoured to bring eternal happiness to those who are lucky enough to see it, with its golden wings creating rainbows as it flies.

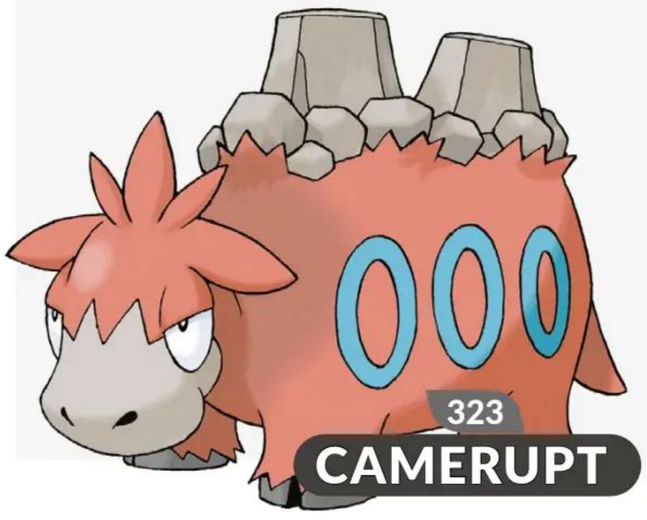
POKÉ FACT

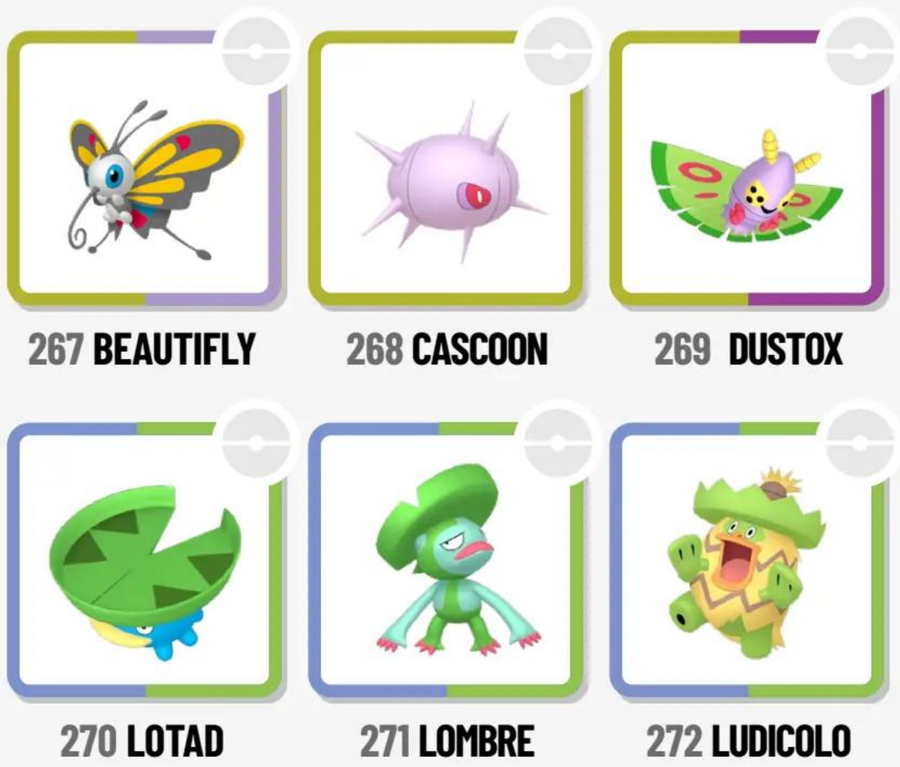
HO-OH WAS IN THE POKÉMON TV SERIES BEFORE APPEARING IN A GAME. IT FLEW PAST ASH IN THE VERY FIRST EPISODE.

Hoenn

REGION

Pokédex:
252-386





The land and sea collide in the Hoenn region

Pokémon design hit its stride in 2002 when *Pokémon Ruby & Sapphire* was released to the awaiting world, and with it, the Hoenn region and the 135 Pocket Monsters that call it home. Unlike the nations that came before it, Hoenn has a much more distinct and tropical landscape – based on Japan's own Kyushu island. The land and water are big focuses for this region, thanks to the Legendary duo Groudon and Kyogre being responsible for forming the land and sea respectively.

The Hoenn Pokémon are a diverse bunch, but a few stand out from the rest for being mainstays in many people's Pokémon parties. Salamance, Metagross and Gardevoir are all well-represented in the competitive scene, and that's before you factor in their fantastic designs. Meanwhile, some interesting dual-types emerged with Hoenn, such as the Grass/Water Ludicolo and Dark/Ghost Sableye. Milotic is also a unique species thanks to Feebass being a notoriously elusive Pokémon to catch and a difficult bugger to evolve! Those who persevere, however, are rewarded with a Gyarados-like defensive powerhouse.

Collecting Hoenn monsters is easy if you're happy to keep them on a single cartridge: grab *Pokémon Ruby, Sapphire & Emerald*, or their 3DS remakes. However, if you're hunting for these critters on Nintendo Switch for your Pokémon Home collection, *Pokémon Scarlet & Violet* and *Brilliant Diamond & Shining Pearl* are your best bets – especially if you're after Salamence, Metagross and Milotic.

POKÉMON TYPES: NORMAL | FIRE | WATER | GRASS | ELECTRIC | ICE | FIGHTING | POISON | GROUND | FLYING | PSYCHIC

381 LATIOS

293 WHISMUR

273 SEEDOT

274 NUZLEAF

275 SHIFTRY

276 TAILLOW

277 SWELLOW

278 WINGULL

279 PELIPPER

280 RALTS

281 KIRLIA

282 GARDEVOIR

283 SURSKIT

284 MASQUERAIN

285 SHROOMISH

286 BRELOOM

287 SLAKOTH

288 VIGOROTH

POKÉ FACT

IGNORING THE KANTO-ONLY LET'S GO GAMES, RALTS IS CATCHABLE IN EVERY MODERN NINTENDO SWITCH POKÉMON GAME. EVOLVE IT INTO A GARDEVOIR TO GIVE YOUR TEAM A COMPETITIVE EDGE.

289 SLAKING

290 NINCADA

291 NINJASK

292 SHEDINJA

293 WHISMUR

294 LOUDRED

295 EXPLOUD

296 MAKUHITA

297 HARIYAMA

298 AZURILL

299 NOSEPASS

300 SKITTY

301 DELCATTY

302 SABLEYE

303 MAWILE

304 ARON

305 LAIRON

306 AGGRON

307 MEDITITE

308 MEDICHAM

309 ELECTRIKE

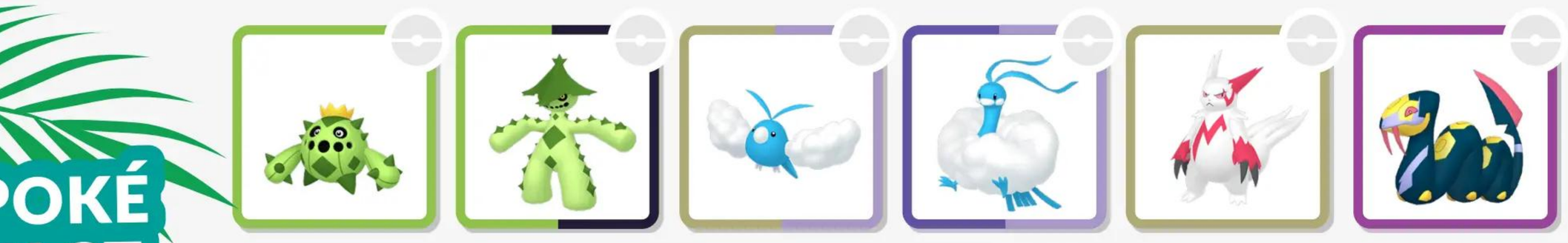
BUG | ROCK | GHOST | DRAGON | DARK | STEEL | FAIRY

302
SABLEYE

310 MANECTRIC | 311 PLUSLE | 312 MINUN | 313 VOLBEAT | 314 ILLUMISE | 315 ROSELIA | 316 GULPIN

317 SWALOT | 318 CARVANHA | 319 SHARPEDO | 320 WAILMER | 321 WAILORD | 322 NUMEL | 323 CAMERUPT

324 TORKOAL | 325 SPOINK | 326 GRUMPIG | 327 SPINDA | 328 TRAPINCH | 329 VIBRAVA | 330 FLYGON



331 CACNEA | 332 CACTURNE | 333 SWABLU | 334 ALTARIA | 335 ZANGOOSE | 336 SEVIPER

337 LUNATONE | 338 SOLROCK | 339 BARBOACH | 340 WHISCASH | 341 CORPHISH

342 CRAWDAUNT | 343 BALTOY | 344 CLAYDOL | 345 LILEEP | 346 CRADILY

POKÉ FACT

IN THE OLDEN DAYS, YOU HAD TO MAX OUT A FEEBAS'S BEAUTY FOR IT TO EVOLVE INTO MILOTIC. NOW, YOU CAN JUST TRADE IT WHILE IT'S HOLDING A PRISM SCALE.

379
REGISTEEL

POKÉMON TYPES: NORMAL | FIRE | WATER | GRASS | ELECTRIC | ICE | FIGHTING | POISON | GROUND | FLYING | PSYCHIC

362 GLALIE

347 ANORITH
348 ARMALDO
349 FEEBAS
350 MILOTIC
351 CASTFORM
352 KECLEON

353 SHUPPET
354 BANETTE
355 DUSKULL
356 DUSCLOPS
357 TROPIUS
358 CHIMECHO
359 ABSOL

360 WYNAUT
361 SNORUNT
362 GLALIE
363 SPHEAL
364 SEALEO
365 WALREIN
366 CLAMPERL

367 HUNTAIL
368 GOREBYSS
369 RELICANTH
370 LUVDISC
371 BAGON
372 SHELGON
373 SALAMENCE

374 BELDUM
375 METANG
376 METAGROSS
377 REGIROCK
378 REGICE
379 REGISTEEL
380 LATIAS

381 LATIOS
382 KYOGRE
383 GROUDON
384 RAYQUAZA
385 JIRACHI
386 DEOXYS

BUG | ROCK | GHOST | DRAGON | DARK | STEEL | FAIRY

HOENN POKÉMON

252 TREECKO

GRASS EVOLUTIONARY LINE

POKÉMON TYPE: ***GRASS***

HOW TO OBTAIN: **Received from Professor Birch in Littleroot Town**

■ According to its *Pokémon Sapphire* Pokédex entry, Treecko, Hoenn's Grass-type starter, never loses its cool under pressure. This tracks, considering Treecko's solid moveset: it learns Quick Attack and Mega Drain before it even hits level 10, ensuring an easy victory against the Rock-specialist Gym in Rustboro City.

253 GROVYLE

POKÉMON TYPE: ***GRASS***

■ Much like the creature that inspired its design, the leaf-tailed gecko, Grovyle uses the leaves on its body to camouflage itself in the wild. Trainers can upgrade Grovyle's main Grass attack to Giga Drain starting from level 25... though it won't be of much use against Gym Leader Flannery's Fire-type team!

POKÉ FACT

THOUGH THEIR DESIGN IS BASED ON GECKOS, THE TREECKO LINE WAS THE INSPIRATION FOR THE NAMING OF THREE NEWLY DISCOVERED SPIDER SPECIES: RATHALOS TREECKO, ANYPHAENA GROVYLE, AND ANYPHAENA SCEPTILE.

255 TORCHIC

FIRE EVOLUTIONARY LINE

POKÉMON TYPE: ***FIRE***

HOW TO OBTAIN: **Received from Professor Birch in Littleroot Town**

■ Hoenn's Fire starter has a flame sac in its belly and breathes fire that can reach temperatures up to 1,000°C. This makes it both a formidable foe in battle and a cosy companion on a cold day. Don't get lost in Hoenn's Granite Cave – Torchic is afraid of the dark!

256 COMBUSKEN

POKÉMON TYPE: ***FIRE/FIGHTING***

■ Combusken's greatest assets are its powerful legs, which are capable of delivering ten kicks per second. Before you challenge Rustboro's Gym, consider raising your Torchic to level 16, when it will evolve and simultaneously learn the Fighting-type move Double Kick: this will make quick work of the Rock-type Gym.

POKÉ FACT

A PIECE OF PRE-RELEASE CONCEPT ART DEPICTS BLAZIKEN WITH AN ALTERNATE LATIAS-ESQUE FORM, AND A PLAYER CHARACTER RIDING ON ITS BACK. FLYING AROUND HOENN ON A BLAZIKEN'S BACK SOUNDS FUN!

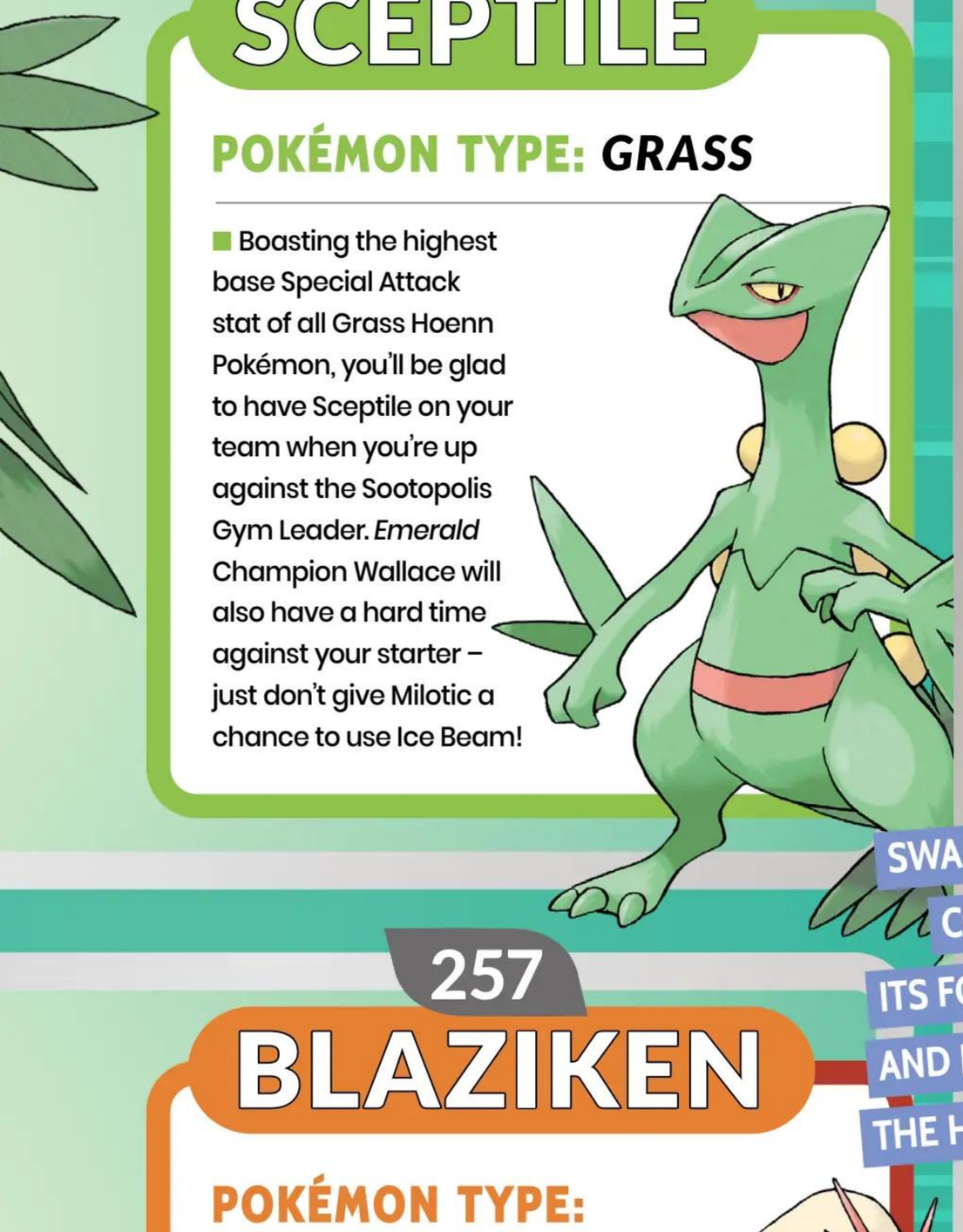
© Getty. The Pokémon Company

STARTER TRIO

254 SCEPTILE

POKÉMON TYPE: *GRASS*

■ Boasting the highest base Special Attack stat of all Grass Hoenn Pokémon, you'll be glad to have Sceptile on your team when you're up against the Sootopolis Gym Leader. *Emerald* Champion Wallace will also have a hard time against your starter – just don't give Milotic a chance to use Ice Beam!



257 BLAZIKEN

POKÉMON TYPE: *FIRE/FIGHTING*

■ With the ability to leap over a 30-story building, your Fire starter's kick power only gets stronger upon evolving into Blaziken, and it learns its signature move, Blaze Kick, immediately. It shares a rivalry with Lucario. Perhaps that's why they both appear in the beat-'em-up spin-off *Pokkén Tournament* together!

258 MUDKIP

WATER EVOLUTIONARY LINE

POKÉMON TYPE: WATER

HOW TO OBTAIN:
Received from Professor Birch in Littleroot Town

■ A much-beloved starter, Mudkip is often recommended as the best starter choice for tackling Hoenn's Pokémon League and Elite Four. It's surprisingly strong for its small size and capable of moving boulders larger than itself. Based on the mudskipper, Mudkip are known to nap in riverside mud banks, or on the riverbed.

POKÉ FACT

SWAMPERT HAS SEEN FREQUENT COMPETITIVE PLAY, DUE TO ITS FORMIDABLE MEGA EVOLUTION, AND ITS BASE STAT TOTAL, WHICH IS THE HIGHEST OF ANY FULLY EVOLVED STARTER POKÉMON.

259 MARSHTOMP

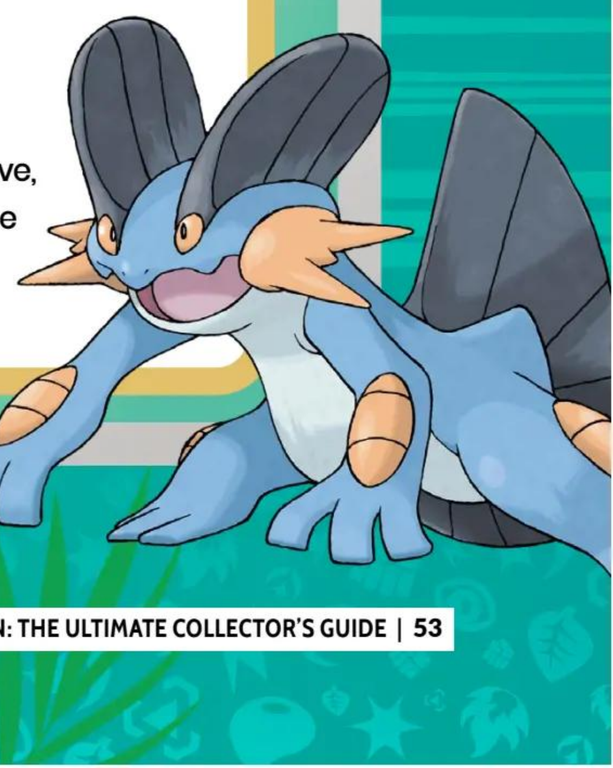
POKÉMON TYPE: WATER/GROUND

■ The sticky film covering its body allows it to live on land. Marshtomp and Swampert are the only starters to have a 4x weakness against your rival's starter but don't be put off. Their typing and moveset can compete against most of Hoenn's Gyms – including Wattson's Electric Gym.

260 SWAMPERT

POKÉMON TYPE: WATER/GROUND

■ Swampert can predict storms using its fins to detect subtle changes in the wind and the tides. With arms as hard as rocks, Swampert can tow ships to safety while swimming. Its signature move, Muddy Water, attacks all adjacent opponents: the perfect counter to Tate and Liza's Lunatone and Solrock double team.



RALTS 280

POKÉMON TYPE: *PSYCHIC/FAIRY*

HOW TO OBTAIN: Catch on Hoenn Route 102

■ Ralts are usually shy creatures. They can use their red horns to sense the feelings of other people, and they are attracted to positive emotions. With their ability to sense the feelings of others, Ralts will share in their Trainer's joy and calm. If you see a Ralts smiling in its sleep, something good likely happened that day. Though it has the lowest base stat total of all Psychic Pokémon, it's definitely worth raising for its more powerful evolutions.

KIRLIA 281

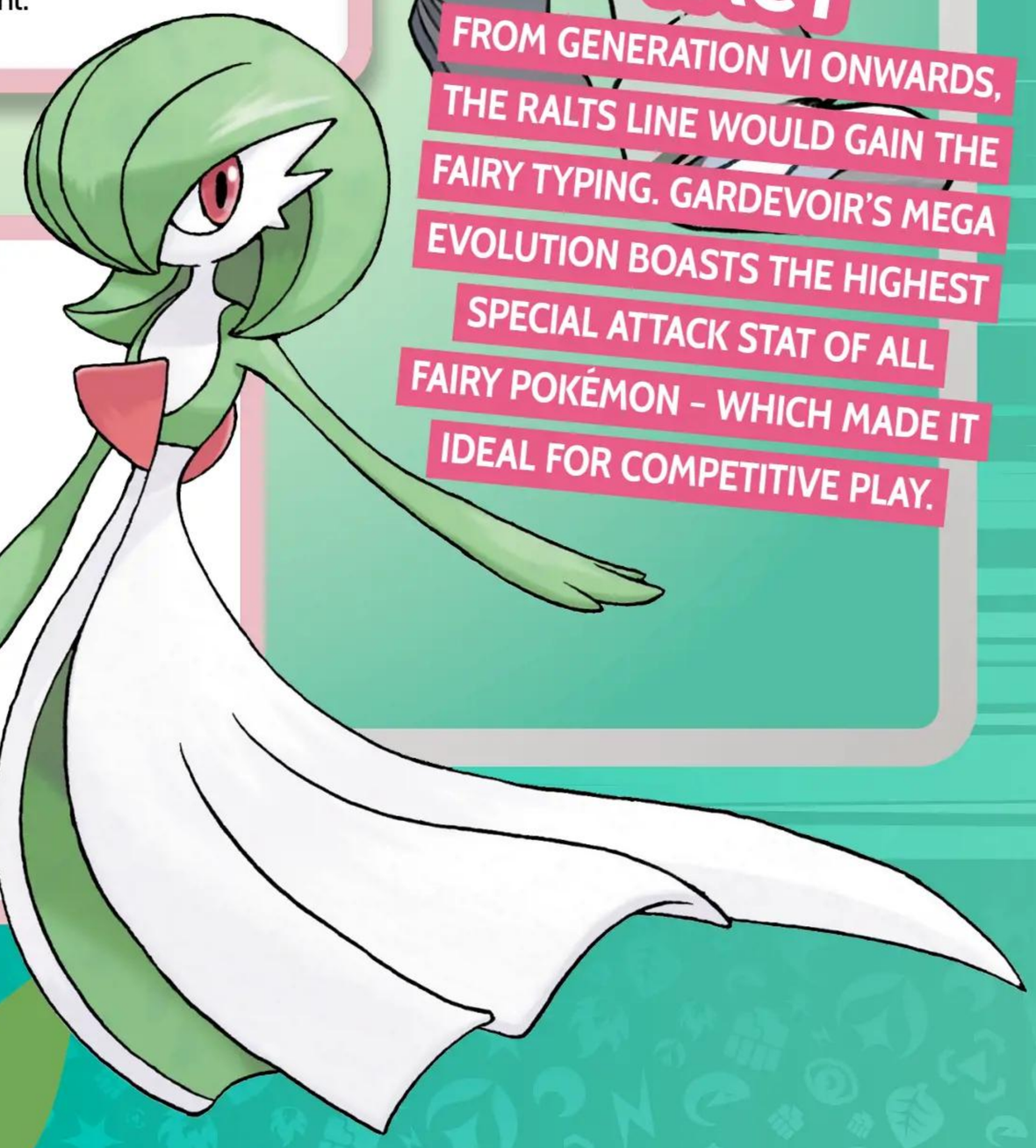
POKÉMON TYPE: *PSYCHIC/FAIRY*

■ Ralts can be caught on Hoenn's Route 102, giving you plenty of time to raise it to level 20, when it will evolve into Kirlia: you can achieve all of this before you reach Dewford Town. Kirlia naturally learns moves like Confusion and Psychic from levelling up, making your battles in the Fighting-type Gym much easier. When exposed to its Trainer's positive emotions, Kirlia supposedly becomes more beautiful and can be seen dancing peacefully in the morning light.

GARDEVOIR 282

POKÉMON TYPE: *PSYCHIC/FAIRY*

■ As it evolves, Gardevoir's red horn now resembles half of a heart symbol: fitting, since its design is inspired by ballet dancers and knights, and the aspects of chivalry and empathy. Unfortunately, despite its powerful stats, Psychic Gardevoir will struggle against Hoenn's Elite Four, especially against the first two members. Its Fighting-type counterpart, Gallade, wouldn't become available until the following Generation. Though most of the two Pokémons' stats are identical, Gallade and Gardevoir's Attack and Special Attack are reversed, respectively.



POKÉ FACT

FROM GENERATION VI ONWARDS, THE RALTS LINE WOULD GAIN THE FAIRY TYPING. GARDEVOIR'S MEGA EVOLUTION BOASTS THE HIGHEST SPECIAL ATTACK STAT OF ALL FAIRY POKÉMON – WHICH MADE IT IDEAL FOR COMPETITIVE PLAY.

ALTARIA 334

POKÉMON TYPE: ***DRAGON/FLYING***

HOW TO OBTAIN: Evolves from Swablu at level 35

Known as the humming Pokémon, Altaria is often observed gliding through the clouds, riding updrafts calmly and gracefully while singing in soprano or operatic tones. This voice can soothe people into sleep or be used against its foes in battle, with powerful moves such as Perish Song. But don't worry, Altaria is very gentle with its Trainer and will even embrace those they care about with their fluffy wings, humming all the while. They are apparently so comfortable that Altaria will often sleep enveloped in their own cotton-like arms.

Found in both forests and mountain ranges, Altaria can detect the shifts in geomagnetic fields, which can disturb its navigation if disrupted. Though its Pokédex entries claim its beak possesses considerable crushing power, this strength is not reflected in Altaria's middling Attack and Special Attack stats. This deficit is made up for by its more impressive Special Defence stat: consider adding it to your team if you need to switch out an attacking Pokémon so Altaria can hold the line as you heal it up.

"ALTARIA'S VOICE CAN SOOTHE PEOPLE INTO SLEEP, OR BE USED AGAINST ITS FOES IN BATTLE"

Where Altaria could see some offensive use is against Drake of the Elite Four. It's risky, since the Dragon type is Super Effective against itself, but Altaria's access to powerful Dragon-type moves, such as the devastating Draco Meteor, makes up for its shared weakness. Alternatively, a Swablu bred from another Dragon-type Pokémon, such as Flygon, will learn the physical attack move Dragon Rush.

If you're not keen on using Altaria in battle, consider entering it into Pokémon Contests. It naturally learns some strong Cool-type attacks, such as Peck and Sky Attack, and can be taught moves such as Flamethrower and Fire Blast through TMs: strong options for a Beauty contest.

POKÉ FACT

ALTARIA IS THE ONLY DRAGON POKÉMON TO EVOLVE FROM A NORMAL TYPE, AND ITS MEGA EVOLUTION IS THE ONLY DRAGON/FAIRY TYPE POKÉMON – EVERY STAGE OF ITS EVOLUTION HAS DIFFERENT TYPING!

HOENN POKÉMON

ABSOL 359

POKÉMON TYPE: *DARK*

HOW TO OBTAIN: Catch on Hoenn Route 120

■ Named the 'Disaster Pokémon', Absol is famously known as a harbinger of danger and natural mishaps. If one appears before you, be careful! Notice how you can encounter Absol on Hoenn's Route 120, just before the Red or Blue Orb is stolen from Mt Pyre by one of the villainous teams, instigating the natural disasters caused by Groudon and Kyogre's awakening. Don't say Absol didn't try to warn you!

According to its Pokédex entries, people from long ago spread rumours and superstitions about Absol's disaster-predicting abilities, accusing it of causing the very dangers it hoped to protect them from. Others sought to take advantage of Absol's abilities and use them for their own gain. Absol were driven out into the mountains, where they have remained since, appearing to humans only when they sense a threat to life.

As a Dark-type Pokémon, Absol's move Bite will serve you well against the Gym Leaders of Mossdeep City, Tate and Liza, and Phoebe of the Elite Four. Absol is primarily a physical attacker, but its Special Attack stat is far from lacking, so consider teaching it the powerful Psychic move Future Sight when it reaches level 41. Breeding an Absol with other Dark-type Pokémon (such as Mawile, Houndoom or Umbreon) can produce a child that knows the formidable Feint Attack: a Dark-type move with perfect accuracy.

If Pokémon Contests are your thing, Absol is an excellent entrant for the Tough and Cool categories. Moves such as Slash and Razor Wind will earn you lots of Cool Appeal, but if you go the extra mile and breed an Absol with a Skitty, the offspring will naturally inherit the move Double-Edge, which earns a whopping six Tough Appeal Points!

POKÉ FACT

ABSOL'S HEAD RESEMBLES A TAIJITU: A LARGER PART OF THE MORE COMMONLY KNOWN YIN AND YANG SYMBOL. IT'S LIKELY BASED ON THE BAI ZE, AN INTELLIGENT BEAST FROM CHINESE MYTHOLOGY.

373

SALAMENCE

POKÉMON TYPE: *DRAGON/FLYING*

HOW TO OBTAIN: Evolve Shelgon

■ Generation III's pseudo-Legendary Dragon line does not disappoint with Bagon, Shelgon and Salamence – the latter of which is so powerful that it still sees regular use in high-level play today.

POKÉ FACT

DESPITE BEING A DRACONIC PHYSICAL ATTACKER, SALAMENCE WOULD BE UNABLE TO LEARN THE PHYSICAL FIRE MOVE FIRE FANG UNTIL GEN IV, AND THE MOVE COULD ONLY BE INHERITED THROUGH BREEDING.

According to its Pokédex entries, evolving into the winged Salamence was a lifelong dream come true for Bagon and Shelgon. Salamence is considered unusual due to the circumstances of its transformation: it had wished for wings so deeply that it triggered a mutation.

There is nothing this Pokémon loves more than flying, and will even compete with Garchomp for food in mid-air until it becomes exhausted and has to rest. Despite its joy, Salamence is renowned for its quick temper and raging tantrums. It will destroy everything in its path until it runs out of energy and passes out.

In Generation III, Salamence has access to no physical Fire attacks in its move pool: pretty odd for a draconic physical attacker. However, thanks to its dual typing of Dragon/Flying, Salamence can learn some excellent STAB moves. It naturally learns Fly at level 50, a move which has utility both inside and outside of battle. But if you've picked up TM40, Aerial Ace, consider teaching this to Salamence instead of Fly: that guaranteed hit can come in handy. Additionally, if you breed a Bagon from a Gyarados, it can learn an impressive four inherited moves: Dragon Dance, Dragon Rage, Twister and Thrash!

Salamence is used by Drake of the Hoenn Elite Four and Zinnia in *Omega Ruby & Alpha Sapphire*. Consider raising one of these formidable beasts as a counter to these formidable foes – fight fire with fire!

HOENN REGION

BELDUM 374

POKÉMON TYPE: *STEEL/PSYCHIC*

HOW TO OBTAIN: Received at Steven's House after beating the Hoenn Elite Four

Beldum cannot be caught in the wild but is given to the player after they enter the Hall Of Fame, making it the only non-Legendary Pokémon in Generation III that can't be obtained repeatedly through ordinary means. But it's worth the trouble: evolving (mercifully) early at level 20, and again at level 45, Beldum won't take long to transform into one of Generation III's most powerful pseudo-Legendaries. Annoyingly, Beldum is only capable of learning the self-damaging move Take Down, so use an Exp Share, or feed it your spare Rare Candies.

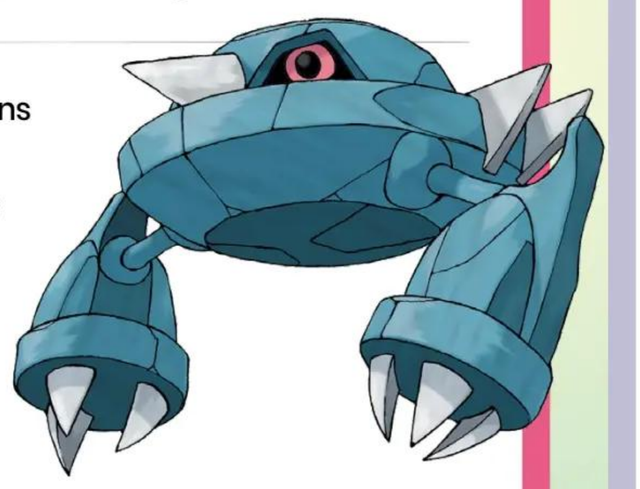
Every cell in its body is magnetic, which it uses to float, communicate with other Pokémon and command its psychic attacks. When many Beldum swarm together in groups, their telepathic connections enable them to move together in sync. Be careful not to let one get too close to your Pokédex: Beldum has been known to destroy electronics and machinery when enraged.

POKÉ FACT

THE BELDUM LINE ARE THE ONLY POKÉMON, BESIDES LEGENDARIES, THAT HAVE A CATCH RATE OF JUST THREE: THE LOWEST IT CAN POSSIBLY GO. IT'S LUCKY STEVEN GIVES ONE TO YOU!

METANG 375

POKÉMON TYPE: *STEEL/PSYCHIC*



Upon evolving, Metang gains access to a broader move pool and immediately learns both Confusion and Metal Claw. Metang is a physical attacker, meaning the latter Steel attack will serve it well. Unfortunately for folks playing the original *Ruby & Sapphire*, physical Psychic attacks are unavailable until Generation IV. The best Psychic attack it has access to is, aptly, Psychic, which it learns at level 40. Teach this to Metang because this is the most significant Psychic move it can use.

Formed when the brains of two Beldums are fused via magnetic force, this Pokémon's psychokinetic power is doubled – and yet its intellectual prowess remains the same. This is reflected in its natural moveset, which contains some weak options for the Smart Pokémon Contest category. Consider entering it into the Cool Contest instead. It prefers rocky terrain and mountains, along with Nosepass – a similarly magnetic Pokémon that Metang loves to chase.

METAGROSS 376

POKÉMON TYPE: *STEEL/PSYCHIC*

Like its previous evolutionary stage, a Metagross is formed when two Metang combine. Now boasting a total of four psychically connected brains, its intelligence at last catches up with its impressive psychokinetic power. Capable of running as many mathematical processes as a supercomputer, Metagross uses its frightening intelligence to predict its enemies' movements.

Packing both brains and brawn, Metagross uses its considerable bulk, pointed limbs and terrifying psychic powers to devastate its opponents. This relentless Pokémon is prepared to seize victory through any means, but if its predictions deem victory impossible, Metagross will latch itself onto its enemy and set off an explosion.

383 GROUDON

POKÉMON TYPE: *GROUND*

HOW TO OBTAIN: Caught in the Cave Of Origin

According to the *Pokémon* world's mythology, Groudon is the creator of the world's continents. It holds dominion over all land and has used its powers to rescue people affected by floods. Conversely, it is capable of creating a heat wave so devastating it could evaporate water and rain clouds and wipe out all life on the planet. Though normally calm and helpful to humankind, if Groudon encounters its rival Kyogre, they will initiate a potentially apocalyptic battle that can only be stopped by Rayquaza. As a result, it sealed Groudon in the Seafloor Cavern.

Team Magma seeks to obtain the Red Orb that will awaken Groudon from its slumber and utilise the creature's mighty power to expand the planet's landmass.

Boasting the highest base stat total of all Ground-type Pokémon, Groudon is the only creature capable of learning its signature move, Precipice Blades, first introduced in the remakes *Omega Ruby & Alpha Sapphire*.

POKÉ FACT

GROUDON'S CONFLICT WITH KYOGRE MIRRORS LEVIATHAN'S BIBLICAL BATTLE WITH BEHEMOTH, WHICH COULD KILL THEM BOTH AT THE END OF TIME. THANK GOODNESS RAYQUAZA PUT AN END TO THEIR FIGHTING!

382 KYOGRE

POKÉMON TYPE: *WATER*

HOW TO OBTAIN: Caught in the Cave Of Origin

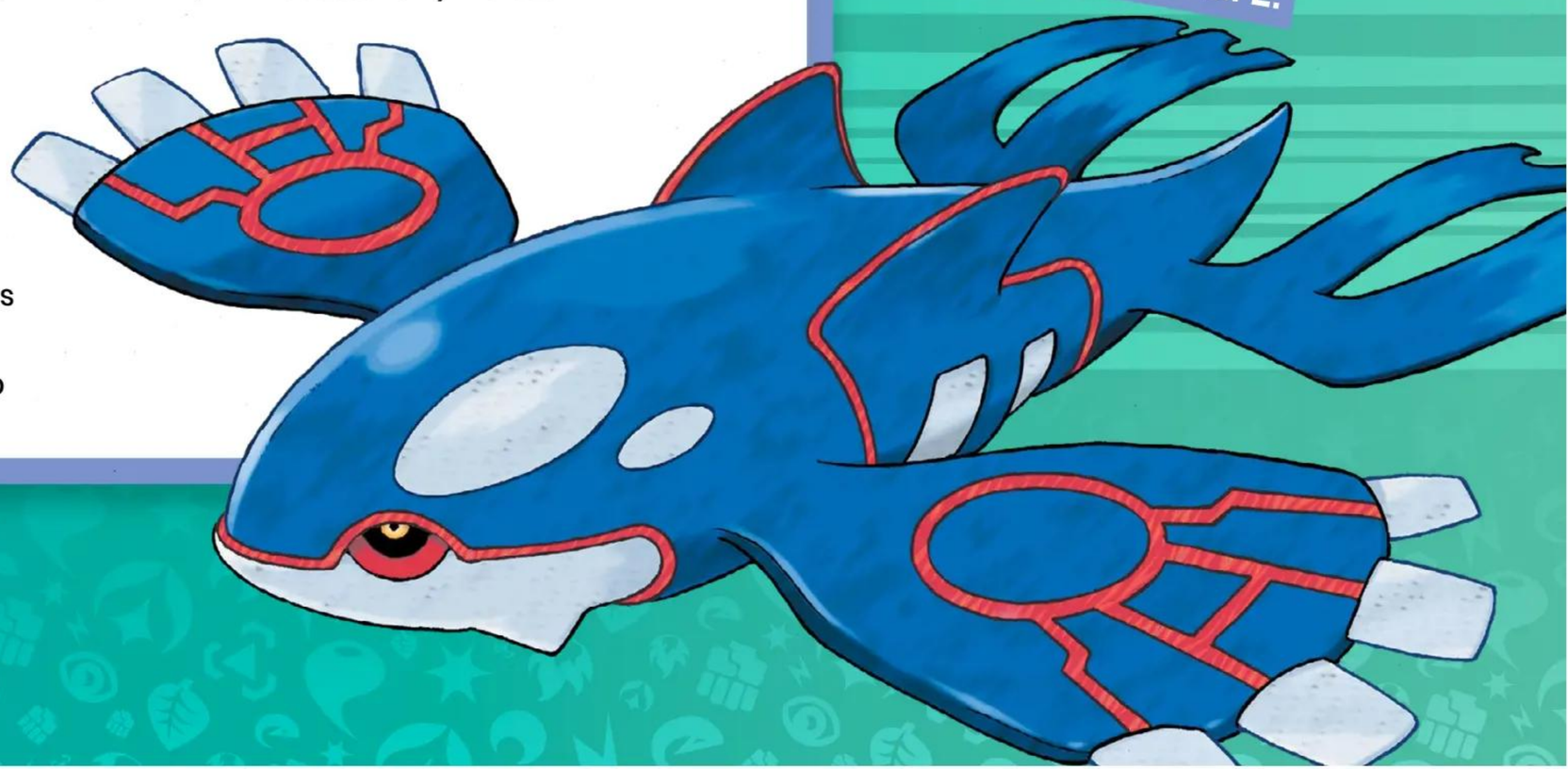
Described in mythology as the creator of the planet's oceans, Kyogre has been hailed as a saviour for causing rain to fall on arid continents ravaged by drought. Conversely, it is also feared for its immense power, capable of enveloping the world in never-ending rain and drowning the planet.

Luckily, Kyogre has been observed as a peaceful Pokémon, only becoming enraged at the sight of its rival, Groudon. Their cataclysmic battle threatened to end the world until Rayquaza intervened and put an end to the fighting. Kyogre was sealed in the Seafloor Cavern – hardly a punishment since it prefers to live in deep sea trenches anyway. Team Aqua looks to obtain the Blue Orb that will awaken Kyogre from its slumber and utilise the creature's mighty power to expand the planet's oceans.

When there is no water for Kyogre to swim in, it will choose to fly instead.

POKÉ FACT

PRIMAL KYOGRE HAS THE HIGHEST BASE STAT TOTAL OF ALL WATER TYPE POKÉMON. ITS FIN PATTERNS RESEMBLE THE GREEK LETTER ALPHA, SYMBOLISING THE OCEAN AS THE ORIGIN OF ALL LIFE.



384

RAYQUAZA

POKÉMON TYPE: *DRAGON/FLYING*

HOW TO OBTAIN: Encountered atop the Sky Pillar

■ Rayquaza, equal in power to both Groudon and Kyogre, can force both to cease their fighting and return to their slumber, even in their Primal forms. It is driven by a noble desire to do heroic deeds for the Pokémon world. It is the only Pokémon that has the ability Air Lock and learns Dragon Ascent.

Though it doesn't have a Primal form, Rayquaza can Mega Evolve, and in this state, it boasts the highest base stat total of all Dragon and Flying-type Pokémon. It's also the only Pokémon in all mainline games that doesn't require a Mega Stone to Mega Evolve – it needs to use Dragon Ascent instead. This is likely because Rayquaza can fly high above the earth, eating meteorites, Minior and even Mega Stones that enter the planet's atmosphere.

POKÉ FACT

IN A POKÉMON POPULARITY POLL, RAYQUAZA WAS VOTED AS THE MOST FAVOURED GENERATION III POKÉMON, AS WELL AS THE MOST POPULAR LEGENDARY. CONSIDERING ITS FANTASTIC BLACK SHINY FORM, ITS POPULARITY ISN'T SURPRISING!

Sinnoh AND Hisui

REGION

Pokédex: 387-493

Meet the rulers of time and space, and even journey into the past!

Welcome to the land of Sinnoh, perhaps one of the moodier regions in the *Pokémon* world. Like Johto, it is a mysterious land with undercurrents of myths and legends. Dwarfed by the frigid Mt Coronet, it's a nation of environments ranging from snowy landscapes to leafy forests.

The Pokémon who live here are some of the most formidable – not least the Legendary Dragon trio, comprising Dialga, Palkia and Giratina – who are constantly in conflict with one another. That's before we even consider the resident *god of all Pokémon*, Arceus (read more on page 71).

But what about the more regular Pokémon? Well, they're a charming bunch, from the starting trio of Turtwig, Chimchar and Piplup to the crazy popular Lucario – many *Pokémon* fans call Sinnoh their favourite region thanks to its cast of lovable critters. The land-shark dragon Garchomp, bunny-like Lopunny, electric powerhouse Luxray and versatile Rotom are all favoured faces with Trainers today. We also get to see a glimpse into the distant past of this region, back when it was called the Hisui region in *Pokémon Legends: Arceus*. You can learn more about a selection of the old-timey Hisuian Pokémon from page 69.

Collecting Sinnoh Pokémon is a breeze today, thanks to the recent remakes: *Pokémon Brilliant Diamond & Shining Pearl*. These modern Switch titles are compatible with Pokémon Home, so if you're looking to embark on a Sinnoh adventure, pick up one of those titles.

387 TURTWIG

388 GROTLE

408 CRANIDOS

440 HAPPINY

389 TORTERRA

390 CHIMCHAR

391 MONFERNO

392 INFERNAPE

393 PIPLUP

394 PRINPLUP

395 EMPOLEON

396 STARLY

397 STARAVIA

412 BURMY

398 STARAPTOR

399 BIDOOF

400 BIBAREL

401 KRICKETOT

402 KRICKETUNE

403 SHINX

404 LUXIO

POKÉMON TYPES: NORMAL | FIRE | WATER | GRASS | ELECTRIC | ICE | FIGHTING | POISON | GROUND | FLYING | PSYCHIC

405 LUXRAY

406 BUDEW

407 ROSERADE

408 CRANIDOS

409 RAMPARDOS

410 SHIELDON

411 BASTIODON

412 BURMY

413 WORMADAM

414 MOTHIM

415 COMBEE

416 VESPIQUEN

438 BONSLY

417 PACHIRISU

418 BUIZEL

419 FLOATZEL

POKÉ FACT

IN MOST POKÉMON GAMES TODAY YOU GET A ROTOM FOR FREE... HOWEVER, IT'S USED TO POWER YOUR POKÉDEX AND YOU CAN'T USE IT AS A TEAM MEMBER.

420 CHERUBI

421 CHERRIM

422 SHELLOS

423 GASTRODON

424 AMBIPOM

425 DRIFLOON

426 DRIFBLIM

427 BUNEARY

428 LOPUNNY

429 MISMAGIUS

430 HONCHKROW

431 GLAMEOW

432 PURUGLY

433 CHINGLING

434 STUNKY

435 SKUNTANK

436 BRONZOR

437 BRONZONG

438 BONSLY

439 MIME JR

440 HAPPINY

BUG | ROCK | GHOST | DRAGON | DARK | STEEL | FAIRY

441 CHATOT

442 SPIRITOMB

443 GIBLE

444 GABITE

445 GARCHOMP

446 MUNCHLAX

447 RIOLU

448 LUCARIO

455 CARNIVINE

449 HIPPOPOTAS

450 HIPPOWDON

451 SKORUPI

452 DRAPION

453 CROAGUNK

454 TOXICROAK

455 CARNIVINE

456 FINNEON

457 LUMINEON

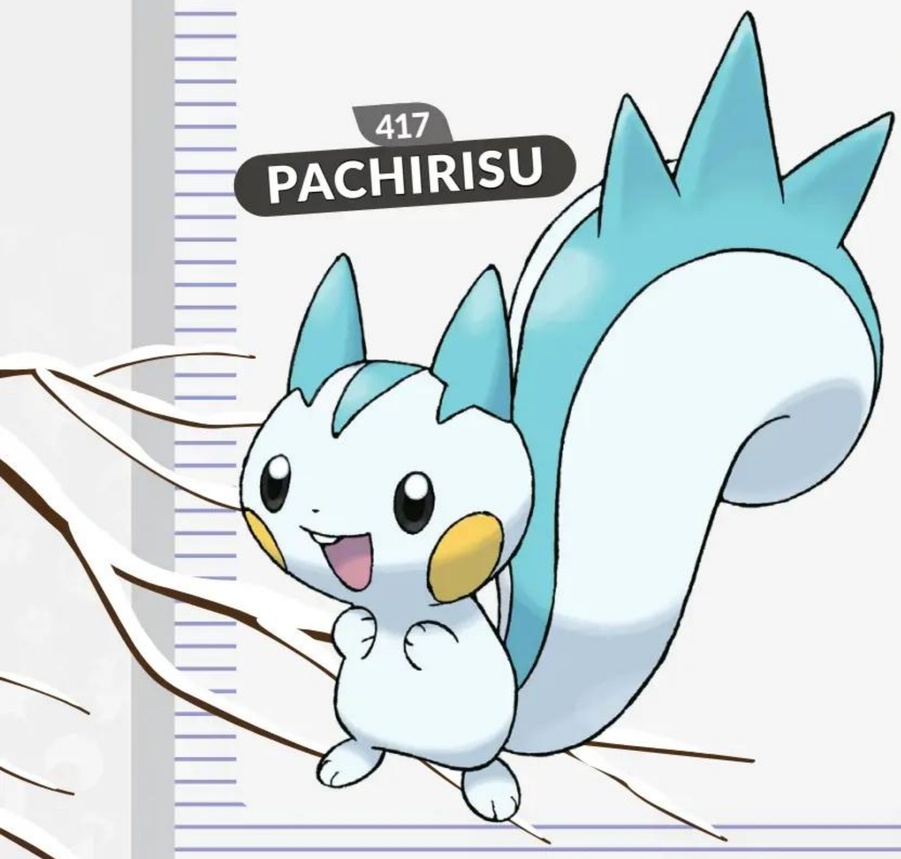
458 MANTYKE

459 SNOVER

460 ABOMASNOW

461 WEAVILE

462 MAGNEZONE



417 PACHIRISU

463 LICKILICKY

464 RHYPERIOR

465 TANGROWTH

466 ELECTIVIRE

467 MAGMORTAR

468 TOGEKISS

469 YANMEGA

470 LEAFEON

471 GLACEON

472 GLISCOR

POKÉMON TYPES: NORMAL | FIRE | WATER | GRASS | ELECTRIC | ICE | FIGHTING | POISON | GROUND | FLYING | PSYCHIC

473 MAMOSWINE

474 PORYGON-Z

475 GALLADE

476 PROBOPASS

477 DUSKNOIR

478 FROSLASS

479 ROTOM

480 UXIE

481 MESPRIT

482 AZELF

483 DIALGA

484 PALKIA

485 HEATRAN

486 REGIGIGAS

487 GIRATINA

488 CRESSELIA

489 PHIONE

490 MANAPHY

491 DARKRAI

492 SHAYMIN

493 ARCEUS

POKÉ FACT

ONLY A MALE KIRLIA CAN TRANSFORM INTO GALLADE, SO CHECK YOUR POKÉMON'S GENDER BEFORE INVESTING IN LOCATING A SHINY STONE TO EVOLVE IT.

452 DRAPION

Hisui Pokémon

899 WYRDEER

900 KLEAVOR

901 URSALUNA

902 BASCULEGION

903 SNEASLER

904 OVERQWIL

905 ENAMORUS

BUG | ROCK | GHOST | DRAGON | DARK | STEEL | FAIRY

SINNOH AND HISUI POKÉMON

387 TURTWIG

GRASS EVOLUTIONARY LINE

POKÉMON TYPE: ***GRASS***

HOW TO OBTAIN: Received from Professor Rowan at Lake Verity

This green and yellow turtle-like Pokémon sports a young sapling on its head that droops when parched. The shell on its back is made from soil – and staying hydrated is key to keeping this Pokémon healthy. Sunlight is also necessary for Turtwig, as it enables it to engage in photosynthesis and gives the Pokémon more energy and better combat prowess. As Turtwig evolves into Grotle (level 18) and Torterra (level 32), its shell hardens, forming stony protrusions that resemble mountains, and the seedling grows into a full-on tree. Turtwig is very good at finding water sources - herds of them migrate to clean sources, and this phenomenon has been described as a 'moving forest' by those lucky enough to see it. Some flying Pokémon are known to make nests on the trees of unmoving Torterras and spend their entire lives cohabitating.

POKÉ FACT

TURTWIG IS THE HEAVIEST AND SLOWEST OF ALL STARTER POKÉMON, BUT IT MAKES UP FOR THIS BY HAVING IMPRESSIVE ATTACK AND DEFENCE STATS.

390 CHIMCHAR

FIRE EVOLUTIONARY LINE

POKÉMON TYPE: ***FIRE***

HOW TO OBTAIN: Received from Professor Rowan at Lake Verity

© Getty. The Pokémon Company

STARTER TRIO

POKÉ FACT

THE CHIMCHAR LINE HAS IMPRESSIVE SPEED AND ATTACK STATS AT THE COST OF SUB-PAR DEFENSIVE OPTIONS. IF YOU'RE USING ONE, MAKE SURE TO RUSH DOWN YOUR OPPONENT QUICKLY!

Chimchar is an incredibly agile starter Pokémon, able to scale steep cliffs with ease, but this is not a common sight as the Pokémon is rarely found in the wild. The flame on its tail is fuelled by gases created in its belly, and the fire is said to be stronger than that of a Charmander, as a Chimchar's flame will not go out in the rain. The flame is used by the Pokémon as a defence mechanism, directing it towards opponents to keep them at bay. When it evolves from a Monferno (level 14) into an Infernape (level 36), its flame migrates from its tail onto its head. Infernapes use a unique form of martial arts in combat, using every limb to attack at lightning-fast speeds. When angry, these Pokémons' flames flare in fury – and they jump frantically as if they're engaged in some vigorous dance. They've been known to pick up and throw other Pokémon!

393

PIPLUP

WATER
EVOLUTIONARY LINE

POKÉMON TYPE:
WATER

HOW TO OBTAIN:
Received from Professor Rowan at Lake Verity

When on the ground, Piplup can be incredibly clumsy, often falling over onto their belly. In water, however, these tiny penguins move around gracefully and can dive underwater for a surprisingly long amount of time. A very prideful Pokémon, Piplups prefer to hunt for their food and will refuse any that is given to them. Piplup evolves into Prinplup (level 16) and then into the Water/Steel type Empoleon (level 36). In its final stage, the proud penguin Pokémon can swim as fast as a motorboat using its diamond-like wings. Empoleon's wings are so strong they can cut through thick ice, leading to comparisons to crafted blades. They are not hostile creatures. In fact, they are usually stoic and will only engage in combat when they feel their pride has been damaged. When in groups, the leader Empoleon can be determined by the size of the trident-like horns extending from its beak.

POKÉ FACT

TO DATE, EMPOLEON IS THE ONLY STARTER POKÉMON TO HAVE A STEEL SECOND TYPE. THIS GIVES IT AN EDGE AGAINST FAIRY, ICE AND ROCK POKÉMON WHILE OPENING A VULNERABILITY TO GROUND AND FIGHTING.

RIOLU 447

POKÉMON TYPE: *FIGHTING*

HOW TO OBTAIN: Hatches from an egg received from Riley on Iron Island

■ Like many Fighting-type Pokémon, Riolu, despite their small size, have incredible strength, speed and endurance. Some people claim to have seen a Riolu sprinting great distances, even in the middle of the night. In battle, they use their agility to catch opponents off-guard before attacking. These Pokémon, despite not being Psychic types, can seemingly read the minds of humans and will only bond with those they deem to be altruistic. Riolu have also been known to stay away from those they see as dangerous or unkind – being an empathetic Pokémon, one will only evolve when they have achieved maximum friendship with their Trainer. They experience the emotions that people and Pokémon give off as waves or auras, determining their feelings by the wave's shape. Riolu can communicate with one another without saying a word - they can intuitively sense what the other is thinking and feeling. If they are afraid or sad, they emit an aura, summoning other Riolu to help.

A fascinating Pokémon, they stand on their tiptoes at all times, but it is not known why, and they do not sleep lying down, choosing to sit when sleeping. As described in *Pokémon Sleep*, some researchers believe this might be done as a way for Riolu to push themselves physically to become as strong as possible.

LUCARIO 448

POKÉMON TYPE: *FIGHTING/STEEL*

HOW TO OBTAIN: During the day, level up a Riolu who has achieved maximum friendship

■ An extremely loyal Pokémon, the bond between a Lucario and their Trainer is second to none, but only if that Trainer is kindhearted. The Pokémon is said to be able to understand human languages and even communicate with their Trainer using telepathy.

The powers they developed as Riolu to read feelings and auras grow and strengthen as they evolve. Lucario hone their ability to sense auras and evolve their power, allowing them to predict the movement of their opponents when in battle. Any attempts by their opponents to flee or hide are bound to fail, as Lucario can sense auras from half a mile away. By manipulating the auras they sense from others, they can create spheres of energy that they use as an offensive weapon. Lucario can also use this energy to summon a bone staff and use it for the attack 'Bone Rush'. Lucario have four appendages hanging from the back of their heads, and when the Pokémon is using their powers to read or manipulate auras, these limbs begin to rise.

Even after evolving, a Lucario never stops training and trying to better themselves. Some wonder if they even sleep, as they seem to be on their guard when resting, able to respond to threats and can sense problems nearby as if it was never asleep.

POKÉ FACT

IN A 2020 POKÉMON OF THE YEAR POLL ORGANISED BY THE POKÉMON COMPANY, FANS VOTED LUCARIO AS THEIR FAVOURITE GENERATION IV POKÉMON AND THEIR SECOND FAVOURITE POKÉMON OVERALL.

DIALGA 483

POKÉMON TYPE: ***STEEL/DRAGON***

HOW TO OBTAIN: **Found at Spear Pillar on top of Mt Coronet**

According to myth, at the beginning of the universe, Arceus created the Pokémon Dialga, Palkia and Giratina. It is believed that time began the moment Dialga was born, and if it dies, time will stop. Shortly after its arrival, Dialga transported itself into its own dimension to live in isolation. The Pokémon is worshipped by the Diamond Clan, who referred to Dialga as "almighty Sinnoh", but it is also widely known and feared by the inhabitants of the Sinnoh region. Dialga can communicate with trainers using telepathy, using this ability to talk to the leader of the Diamond Clan. As well as telepathy, Dialga can control time, speeding it up, slowing it down, reversing events, and even stopping time altogether. When Dialga is focusing its powers, the fin on its back, as well as the crystal on its chest, will begin to glow.

POKÉ FACT

DIALGA IS THE ONLY KNOWN POKÉMON CAPABLE OF USING THE ATTACK ROAR OF TIME, A DRAGON-TYPE MOVE THAT BLASTS THE OPPONENT AND DISTORTS THEIR SENSES.

PALKIA 484

POKÉMON TYPE: ***WATER/DRAGON***

HOW TO OBTAIN: **Found at Spear Pillar on top of Mt Coronet**

One of the Legendary Pokémon of Sinnoh, at the dawn of time, Palkia was created by Arceus along with Giratina and Dialga. Palkia is worshipped by the Pearl Clan, known as the "almighty Sinnoh" by the clan's followers. Those who revere this Pokémon believe that the world was once enclosed in a box, and when Palkia was born, these walls were destroyed, revealing the sky and everything beyond the stars.

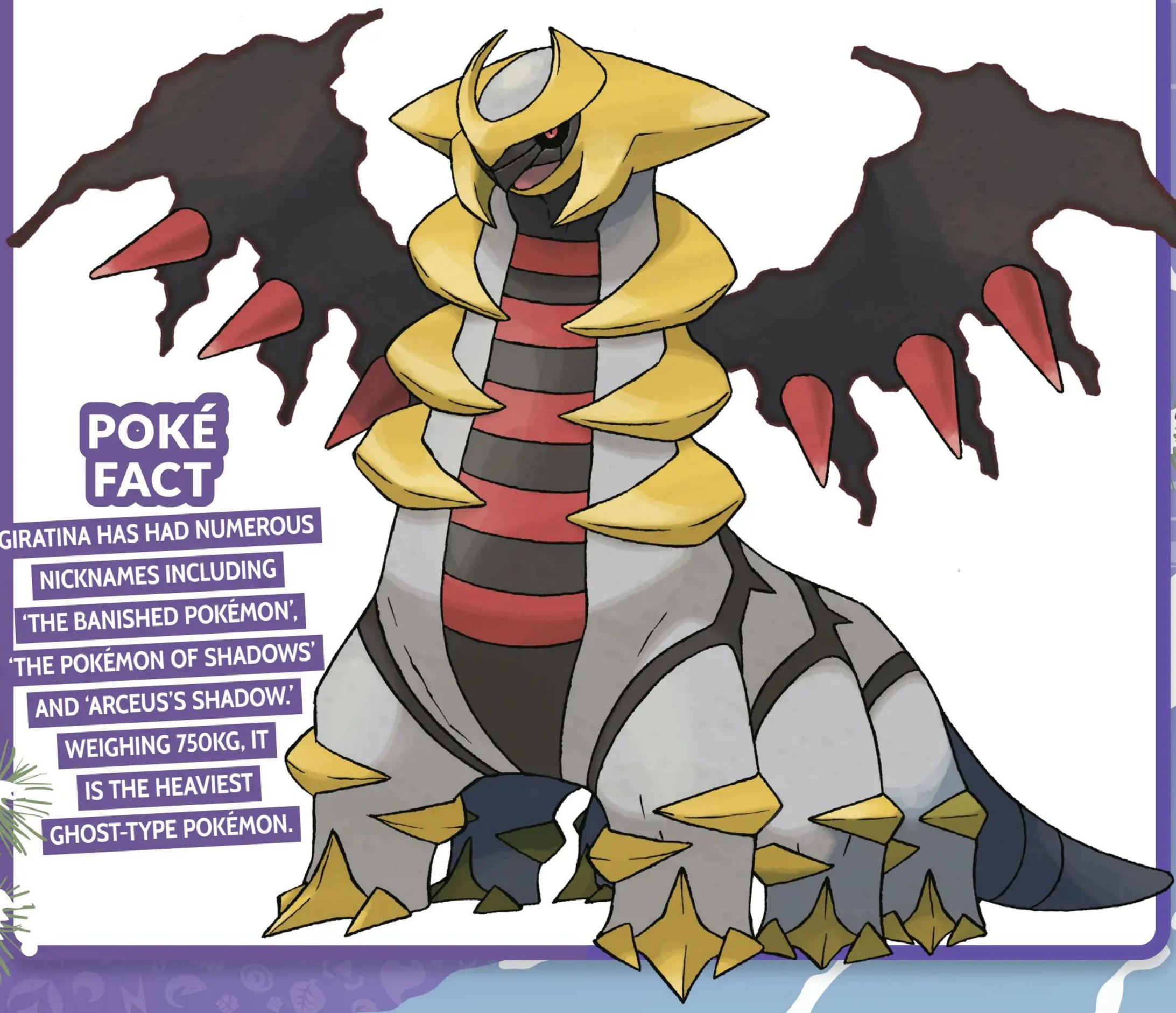
The Pokémon has the power to control space, the three-dimensional continuum in which everything resides. Palkia can warp space; it can disappear and reappear across vast distances, open portals to alternative universes, and travel through parallel timelines. It uses these powers to hold, stretch and warp its opponents or tear the space around the opposing Pokémon to inflict pain. The pearl-like crystals on Palkia's shoulders glow purple when the Pokémon is focusing on its powers.

GIRATINA 487

POKÉMON TYPE: *GHOST/DRAGON*

HOW TO OBTAIN: Found inside Turnback Cave

■ Out of the three signature Legendary Pokémon of Sinnoh, Giratina is the most aggressive and violent, leading to Arceus banishing the Pokémon to the Distortion World – another dimension created specifically to imprison Giratina. The people of Sinnoh feared this fearsome Ghost/Dragon Pokémon, just like Arceus did and because of this, there isn't a lot of recorded information on Giratina – except that it has been said to mysteriously appear in ancient cemeteries. Despite having six legs, this Legendary creature chooses to move by levitating across the air or through portals that it can create at will. Along with this ability, Giratina can disappear, cloaking itself in darkness, and then reappear suddenly to attack – and this is done with such force and swiftness that any defence a Pokémon may have is rendered useless. When in the corporeal Pokémon world, Giratina can tear holes in reality, which Dialga and Palkia can feel.



POKÉ FACT

GIRATINA HAS HAD NUMEROUS NICKNAMES INCLUDING 'THE BANISHED POKÉMON', 'THE POKÉMON OF SHADOWS' AND 'ARCEUS'S SHADOW.' WEIGHING 750KG, IT IS THE HEAVIEST GHOST-TYPE POKÉMON.

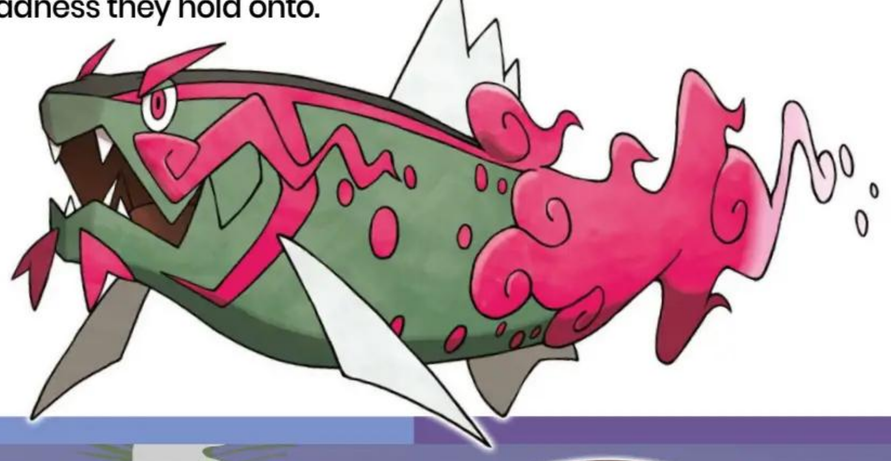
902

BASCULEGION

POKÉMON TYPE: ***WATER/GHOST***

HOW TO OBTAIN: **Evolves from white-striped Basculin that suffers 294HP recoil damage**

■ Basculin can become possessed by the souls of other Pokémon in its migratory school that could not endure the journey and evolve into Basculegion. Male Basculegion are red due to the rage of the souls possessing them, while females are blue, derived from the sadness they hold onto.



HISUIAN BRAVIARY

POKÉMON TYPE:
PSYCHIC/FLYING

HOW TO OBTAIN: **Evolve Rufflet in the Hisui region**

■ The Hisuian form of Braviary is larger than those found in other regions, and unlike standard Braviary found in the Unova region, these are more solitary creatures. This Hisuian variant lets out a screech that pierces the hearts of those who hear it, and then it lunges down on its opponents with its razor-sharp talons.

HISUIAN VOLTORB

POKÉMON TYPE:
ELECTRIC/GRASS

HOW TO OBTAIN: **Found in the Coronet Highlands**

■ Similar to Voltorb in other locations, the Hisuian Voltorb resemble the Poke Balls used at the time. But why they appear similarly to Poke Balls is unknown. They are cheerful and playful Pokémon, often laughing and accidentally letting off electrical discharges when they get too excited.

HISUIAN GROWLITHE

POKÉMON TYPE: ***FIRE/ROCK***

HOW TO OBTAIN: **Found in Cobalt Coastlands**

■ Hisuian Growlithe's fur has elements of igneous rock in it, a result of the Pokémon being exposed to volcanic activity in the region. Growlithes in the Hisuian region are commonly found in pairs and can be more hostile towards Trainers than the more common Kanto Growlithe.

HISUIAN ZORUA

POKÉMON TYPE: ***NORMAL/GHOST***

HOW TO OBTAIN: **Found in the Alabaster Icelands**

Zorua were driven out of their homelands and forced to make a perilous migration to Hisui, but the cold weather was too much, and they couldn't survive. Their souls were reborn into this Ghost-type version, and they seek revenge against the humans that hurt them.

HISUIAN ZOROARK

POKÉMON TYPE: ***NORMAL/GHOST***

HOW TO OBTAIN:

Evolve Hisuian Zorua in the Hisui region

A lifetime of hardship causes the Hisuian form of Zoroark to feel bitterness towards most living things, they use their ghostly powers to inflict pain upon the psyche of their opponents. They use their power so recklessly that they have been known to inflict damage upon themselves in battle. They are fiercely protective of Hisuian Zorua and other creatures they consider family.

KLEAVOR 900

POKÉMON TYPE: ***BUG/ROCK***

HOW TO OBTAIN: **Expose a Scyther to Black Augurite**

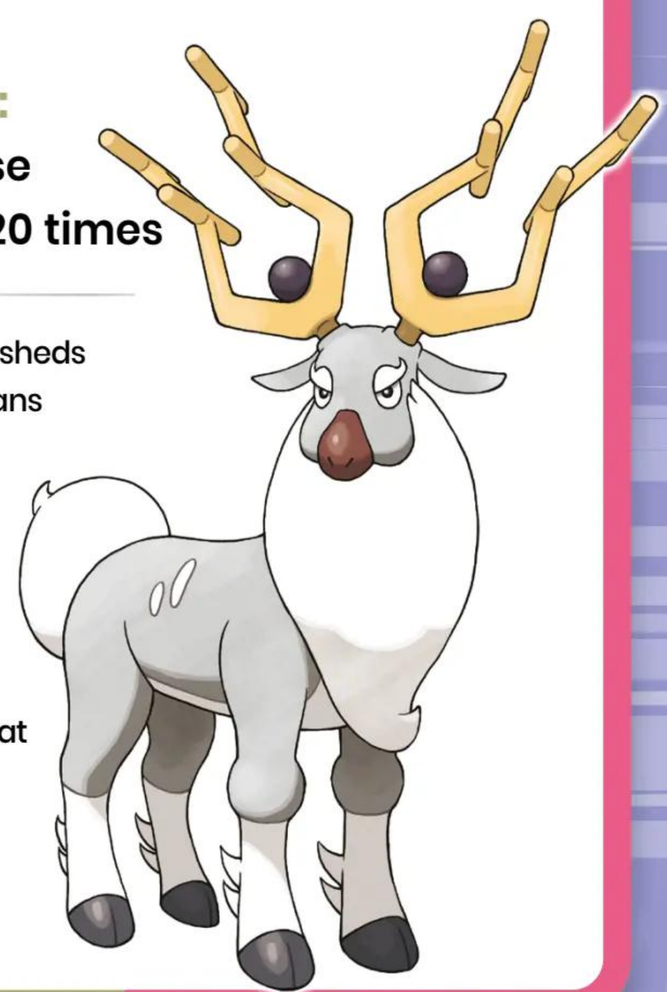
Using their axe-like appendages, Kleavor cuts down trees with ease and parts of its exoskeleton that broke off have been collected and carved into tools by the people of Hisui. Kleavor's body is made of strong stone and they're proud of the chipping they receive from battles.

WYRDEER 899

POKÉMON TYPE: ***NORMAL/PSYCHIC***

HOW TO OBTAIN:

Have Stantler use Psyshield Bash 20 times

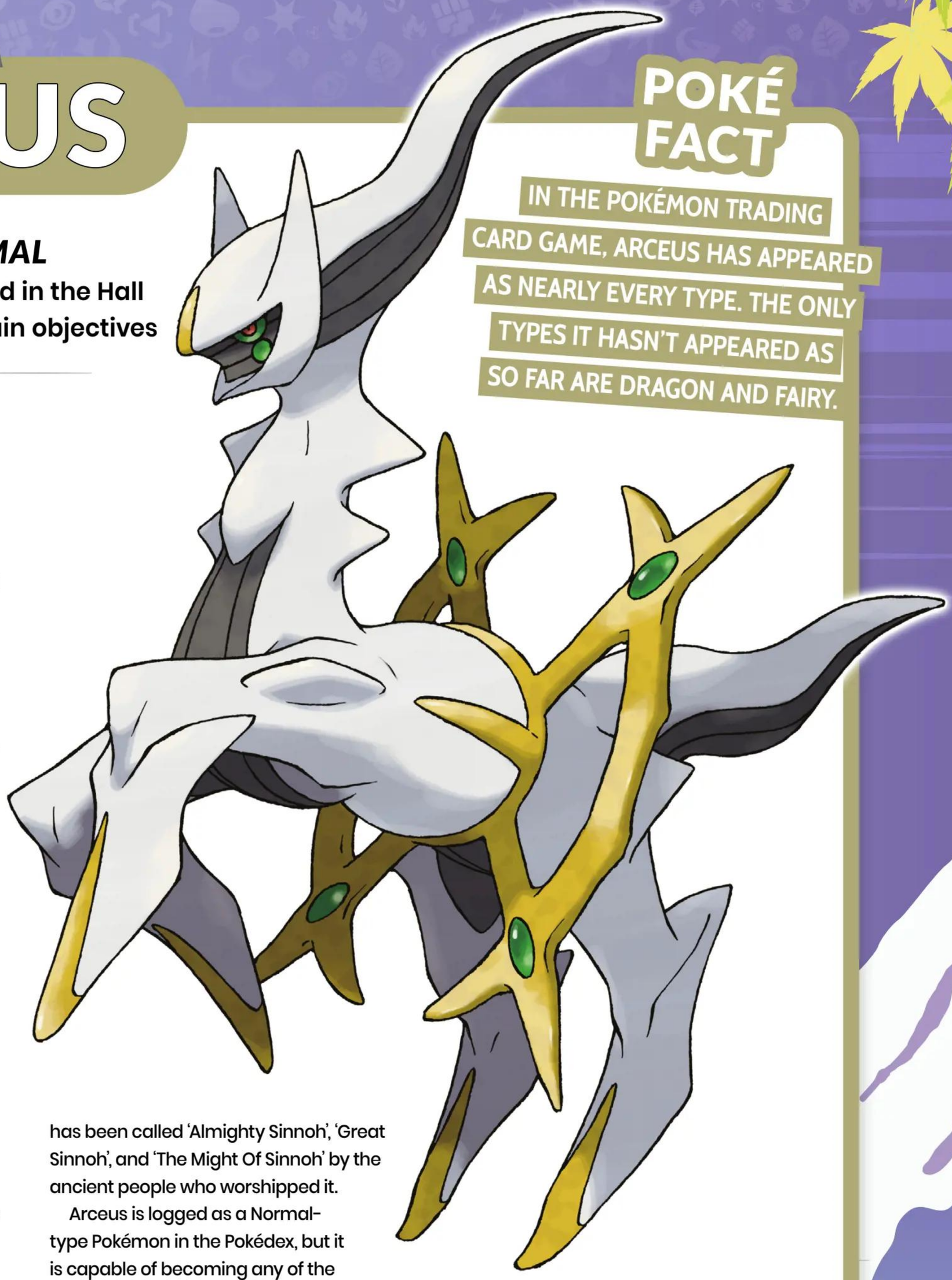


The fur that Wyrdeer sheds is sought after by humans as it makes for great clothing material for surviving the harsh cold. These ancient Pokémon emit psychic powers from the orbs on their head for combat and to detect nearby threats, so they will often be seen leading packs of Stantler.

493 ARCEUS

POKÉMON TYPE: ***NORMAL***

HOW TO OBTAIN: **Encountered in the Hall Of Origin after fulfilling certain objectives**



POKÉ FACT

IN THE POKÉMON TRADING CARD GAME, ARCEUS HAS APPEARED AS NEARLY EVERY TYPE. THE ONLY TYPES IT HASN'T APPEARED AS SO FAR ARE DRAGON AND FAIRY.

■ The longest-living and strongest of all Pokémon, it is believed that Arceus shaped the universe, leading to it being known as 'The Original One'. As well as creating the world in which all Pokémon live, Arceus also created the Lake Guardians, Azelf, Mespirit and Uxie, as well as the three so-called 'Pokémon Of Myth': Dialga, Palkia and Giratina. Arceus has appeared as an epic being wreathed in divine golden light, and it is believed that this is the Pokémon's real form and that the physical iteration pictured here is only a creation of Arceus – a small piece of the Pokémon as the 'true' self is beyond our comprehension.

This Mythical Pokémon lives in another realm, existing beyond space and time, yet it still strongly influences events in the Pokémon world. It is a caring deity, watching over the world and protecting it from threats that could destroy it, like meteors. It rewards those who are kind to the planet it created and the Pokémon which inhabit it, but Arceus tries not to directly interfere in events. Using its powers, this Pokémon god can create devices to communicate with Trainers, and with these, it will offer advice but never directly tell others how to overcome obstacles. In *Pokémon Legends: Arceus*, the Legends Of The Ancient Hero reveal Arceus blessed the Trainer's ten Pokémon using bolts of lightning to make them more powerful; these were the first 'Noble' Pokémon of Hisui.

Despite its benevolent nature, Arceus will not show mercy to those who betray it or intend harm. The people of Hisui believe it can hold a grudge for a long time, so it is best not to get on its bad side. Arceus has been called 'Almighty Sinnoh', 'Great Sinnoh', and 'The Might Of Sinnoh' by the ancient people who worshipped it.

Arceus is logged as a Normal-type Pokémon in the Pokédex, but it is capable of becoming any of the 18 regular Pokémon types. When it switches type, it takes on a new form - changing colour to match its element. The type that it becomes depends on the Plate it is holding. Plates are strange materials that enhance the attack type by correlating to what it's made from. For example, the Spooky Plate relates to Ghost-type attacks. Arceus, being a Mythical Pokémon, is more powerful than many others, has a suitably epic signature move, Judgement, and it is the only Pokémon capable of performing it. The Pokémon launches a beam of light up into the air before it explodes, and shots are released in various directions. The attack type depends on the Plate currently held by Arceus.

Unova REGION

Pokédex: 494-649

The biggest Pokédex update ever!

We would forgive you for thinking that there is something *strange* about these Pokémon. For example, doesn't the Roggenrolla trio seem a little *too* much like the Geodude one from Kanto? Or perhaps the Tympole evolution line bears too many similarities with the Polywag one. And, of course, Woobat and Zubat. What's happening here!?

Well, the 156 Unova Pokémon are more special than strange. They are the first Pokémon we have seen that come from a region not inspired by Japan – instead, Unova is like the *Pokémon* world's version of New York. Plus, the games these Pokémon debuted in, *Pokémon Black & White*, were remarkably different. Here, you could only catch Unovan Pokémon until you beat the Champion, so they had to be a robust roster. As a result, the devs made many of them to mirror the Kanto originals.

Regardless of their origins, these Pokémon are formidable and diverse, and they have appeared often in subsequent sequels – especially the Axew, Zorua and Deino lines. That said, we'd love for these Pokémon to earn another chance in the spotlight. *Black & White* are due remakes, which would make collecting all of them a *lot* easier!

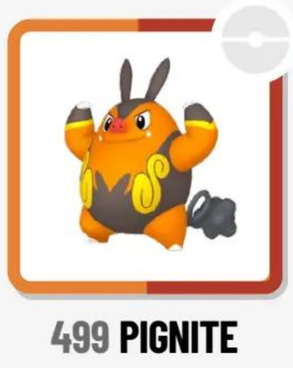
494 VICTINI

495 SNIVY

496 SERVINE

497 SERPERIOR

498 TEPIG


499 PIGNITE

500 EMBOAR

501 OSHAWOTT

502 DEWOTT

503 SAMUROTT

504 PATRAT

505 WATCHOG

506 LILLIPUP

507 HERDIER

508 STOUTLAND

509 PURRLOIN

510 LIEPARD

511 PANSAGE

512 SIMISAGE

513 PANSEAR

514 SIMISEAR

515 PANPOUR

516 SIMIPOUR

517 MUNNA

518 MUSHARNA

519 PIDOVE

520 TRANQUILL

521 UNFEZANT

522 BLITZLE

523 ZEBSTRIKA

POKÉMON TYPES: NORMAL | FIRE | WATER | GRASS | ELECTRIC | ICE | FIGHTING | POISON | GROUND | FLYING | PSYCHIC

524 ROGGENROLA

525 BOLDORE

526 GIGALITH

527 WOOBAT

528 SWOOBAT

529 DRILBUR

530 EXCADRILL

531 AUDINO

532 TIMBURR

533 GURDURR

534 CONKELDURR

535 TYMPOLE

536 PALPITOAD

537 SEISMITOAD

538 THROH

539 SAWK

540 SEWADDLE

541 SWADLOON

542 LEAVANNY

543 VENIPEDE

544 WHIRLIPEDE

545 SCOLIPEDE

546 COTTONEE

547 WHIMSICOTT

548 PETILIL

549 LILLIGANT

550 BASCULIN

551 SANDILE

552 KROKOROK

553 KROOKODILE

554 DARUMAKA

555 DARMANITAN

556 MARACTUS

557 DWEBBLE

558 CRUSTLE

559 SCRAGGY

560 SCRAFTY

561 SIGILYPH

562 YAMASK

563 COFAGRIGUS

564 TIRTOUGA

565 CARRACOSTA

BUG | ROCK | GHOST | DRAGON | DARK | STEEL | FAIRY

566 ARCHEN

567 ARCHEOPS

568 TRUBBISH

569 GARBODOR

570 ZORUA

571 ZOROARK

572 MINCCINO

573 CINCCINO

574 GOTHITA

575 GOTHORITA

576 GOTHITELLE

577 SOLOSIS

578 DUOSION

579 REUNICLUS

580 DUCKLETT

581 SWANNA

582 VANILLITE

583 VANILLISH

584 VANILLUXE

585 DEERLING

586 SAWSBUCK

587 EMOLGA

588 KARRABLAST

589 ESCAVALIER

590 FOONGUS

591 AMOONGUSS

592 FRILLISH

593 JELLICENT

594 ALOMOMOLA

595 JOLTIK

596 GALVANTULA

597 FERROSEED

598 FERROTHORN

599 KLINK

600 KLANG

601 KLINKLANG

602 TYNAMO

603 EELEKTRIK

604 EELEKTROSS

605 ELGYEM

606 BEHEEYEM

607 LITWICK

POKÉMON TYPES: NORMAL | FIRE | WATER | GRASS | ELECTRIC | ICE | FIGHTING | POISON | GROUND | FLYING | PSYCHIC

608 LAMPENT

609 CHANDELURE

610 AXEW

611 FRAXURE

612 HAXORUS

613 CUBCHOO

614 BEARTIC

615 CRYOGONAL

616 SHELMET

617 ACCELGOR

618 STUNFISK

619 MIENFOO

620 MIENSHAO

621 DRUDDIGON

622 GOLETT

623 GOLURK

624 PAWNIARD

625 BISHARP

626 BOUFFALANT

627 RUFFLET

628 BRAVIARY

629 VULLABY

630 MANDIBUZZ

631 HEATMOR

632 DURANT

633 DEINO

634 ZWEILOUS

635 HYDREIGON

636 LARVESTA

637 VOLCARONA

638 COBALION

639 TERRAKION

640 VIRIZION

641 TORNADUS

642 THUNDURUS

643 RESHIRAM

644 ZEKROM

645 LANDORUS

646 KYUREM

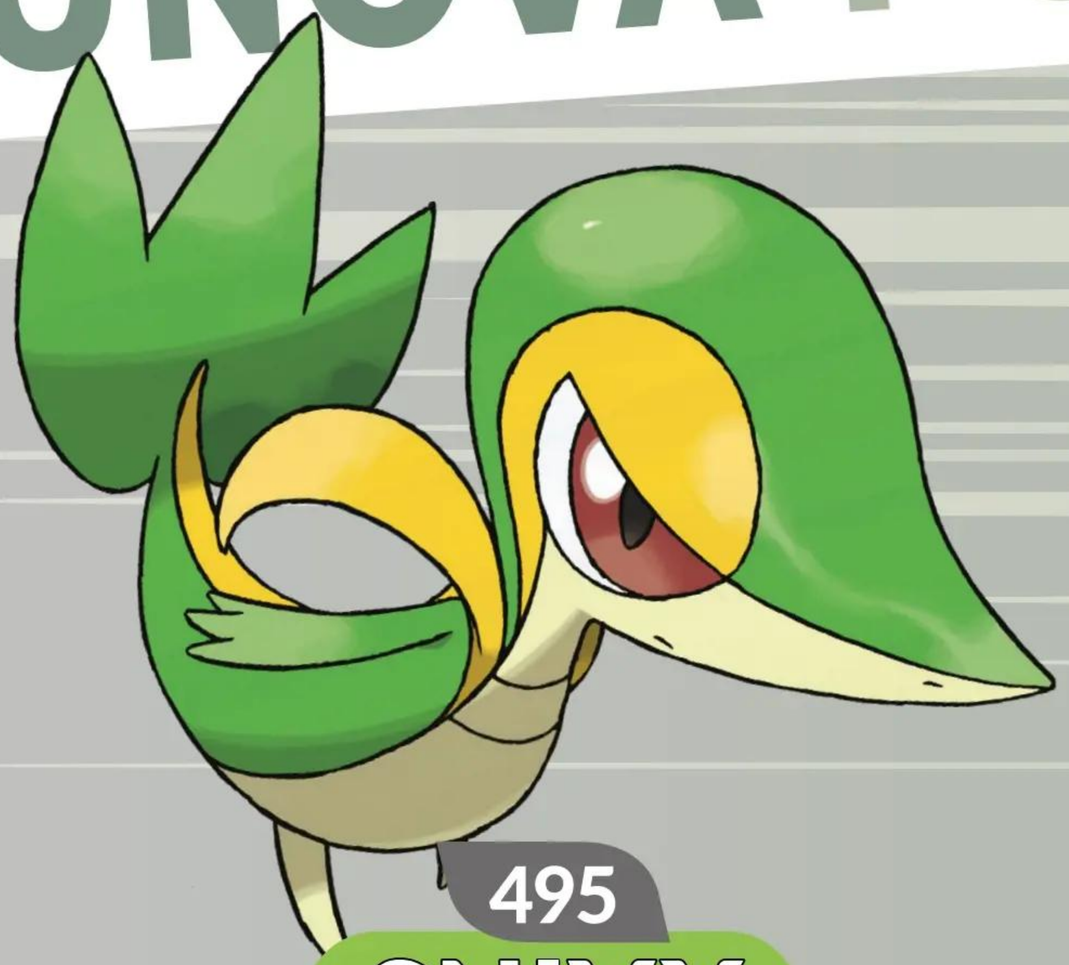
647 KELDEO

648 MELOETTA

649 GENESECT

BUG | ROCK | GHOST | DRAGON | DARK | STEEL | FAIRY

UNOVA POKÉMON



495

SNIVY

GRASS EVOLUTIONARY LINE

POKÉMON TYPE: ***GRASS***

HOW TO OBTAIN: **Received from Professor Juniper in Nuvema Town**

The Unovan Grass-type starter Pokémon of choice in *Pokémon Black, White* and their direct sequels on Nintendo DS. Snivy is an antisocial critter who prefers to avoid large groups where possible. It is of a reptilian, slender build, able to photosynthesise to gain more energy through the leaves featured prominently on its tail. This is an act that enables Snivy to move more quickly than a lot of other starter Pokémon, giving it an edge in combat over others in the early game – it will come as no surprise that Speed is its best stat. You can tell when Snivy is losing energy whenever its tail begins to droop, indicating that it's no longer at its full combat potential. Snivy is considered an intelligent Pokémon with a serious demeanour, and it has a habit of using its vines more adeptly than its hands to perform basic tasks.

POKÉ FACT

THE SNIVY EVOLUTION LINE GRADUALLY LOSES ITS ARMS AND LEGS AS IT EVOLVES. ONCE IT ACHIEVES ITS FINAL FORM OF SERPERIOR, IT ADOPTS A REGAL GRASS SNAKE SHAPE.

© Getty. The Pokémon Company

STARTER TRIO

UNOVA REGION

498 TEPIG

FIRE EVOLUTIONARY LINE

POKÉMON TYPE: ***FIRE***

HOW TO OBTAIN: **Received from Professor Juniper in Nuvema Town**

■ Tepig is the Unova nation's Fire starter Pokémon, an orange-and-black pig-like creature that can shoot out fire through its large snout. Based on the real-life look of a teacup pig, it has a habit of being overexcitable, most commonly seen whenever it attempts to roast berries in the hopes of eating them. It is well-known for being a huge foodie, but so excited is it to enjoy the cooked berries it often burns them in a hurry. Despite its short legs and round stature, Tepig is surprisingly quick on its feet, able to confuse enemies and dodge their attacks before it unleashes some of its own. That said, its high HP and Attack stats are where its true talent lies. You always know when a Tepig is under the weather if it attempts to shoot out fire, but only black smoke comes out of its snout. When in good health, however, Tepig is a reliable starter Pokémon full of flames as its type suggests.

POKÉ FACT

TEPIG, ALONG WITH SNIVY AND OSHAWOTT, ARE OBTAINABLE IN POKÉMON SCARLET & VIOLET'S DLC. EACH IS ENCOUNTERED IN THE DIFFERENT BIOMES WITHIN BLUEBERRY ACADEMY.

501 OSHAWOTT

WATER EVOLUTIONARY LINE

POKÉMON TYPE: **WATER**

HOW TO OBTAIN: **Received from Professor Juniper in Nuvema Town**

■ Commonly known throughout Unova as the sea otter Pokémon, Oshawott is your choice of Water-type starter in *Pokémon Black & White*. It also returns as one of your first three starter choices in *Pokémon Legends: Arceus*, cementing its place as one of the most memorable starters to ever appear and a true series favourite. Evolving into Dewott at level 17, the seashell on its belly is known as a 'scalchop' and is made of the same natural element as human fingernails. Oshawott can detach this shell from its body at any time, and it will use it as a blade during the throes of battle. It will also use the scalchop to crack open hard berries, helping it to survive. Should the scalchop ever get lost, Oshawott can always grow another one from its naval. Despite its reliance on a physical weapon, Oshawott's speciality is its Special Attack stat.

POKÉ FACT

OSHAWOTT IS ALSO ONE OF THE STARTER POKÉMON OF POKÉMON LEGENDS: ARCEUS. FULLY EVOLVING IT WILL GIVE YOU A HISUIAN SAMUROTT, WHICH HAS A WATER/DARK DUAL TYPE.

531 AUDINO

POKÉMON TYPE: ***NORMAL***

HOW TO OBTAIN: **Look for an patch of rustling grass in Unova Route 3**

Audino is a rabbit-like Pokémon known for its excellent hearing, and it has the honour of being the only Pokémon in all of Unova that has a Mega Evolution. The feelers on its ears work more like a doctor's stethoscope, known across the region for being able to feel and sense the beat of another Pokémon's heart. By doing this, Audino can determine the way a Pokémon is feeling emotionally, as well as its wider physical condition. Audino's calm and relaxing appearance works in tandem with its handy healing skills – it can even detect whether or not an egg is close to hatching thanks to the efficiency of its feelers. With a kind heart and overwhelming desire to help, Audino is one of the kindest and most caring Pokémon you can come across throughout the region of Unova, working with other health professionals like Nurse Joy – giving it a striking thematic resemblance to Kanto's Chansey.

When Audino is gifted Audinite to hold, it is able to Mega Evolve into Mega Audino. As well as a different look, Mega Audino also takes on more health benefits, such as the ability to release pulses that can reduce the hostility of other Pokémon around them.

Audino Trainers will do well to take note of their high defensive capabilities, thanks to their remarkable, HP, Defence and Special Defence stats. Allowing it to learn Life Dew and Healing Pulse make it a perfect healer for double battles, too, making it a support powerhouse.

POKÉ FACT

DEFEATING A WILD AUDINO IN BATTLE WILL YIELD YOU EXTRA EXPERIENCE POINTS, MAKING THEM AN IDEAL BATTLE PARTNER IF YOU ARE LOOKING TO LEVEL YOUR POKÉMON UP.

647 KELDEO

POKÉMON TYPE: ***WATER/FIGHTING***

HOW TO OBTAIN: **Found by wandering nearby Ballimere Lake in the Crown Tundra**

Do not let the cute-looking artwork fool you: Keldeo is a formidable Pokémon that has earned its Mythic status. Standing alongside Unova's Swords Of Justice trio of Legendary Pokémon – comprising Cobalion, Terrakion and Virizion – as a trainee, Keldeo has untapped power that surpasses its mentors. It holds the ability to transform into its Resolute Form, where it forges a sword-like horn and a three-coloured tuft of hair as a homage to its masters.

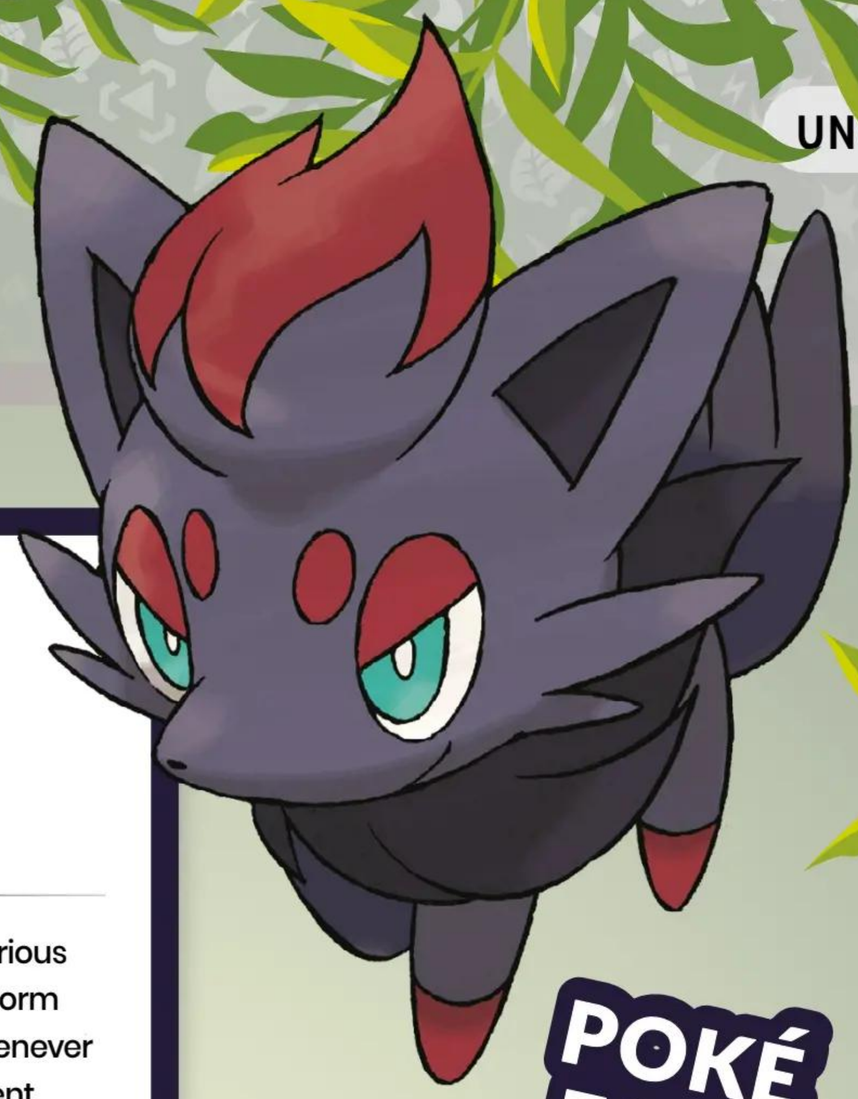
In Unovan legends, Keldeo was separated from its parents during a war between human factions. Alone, Keldeo encountered the Swords Of Justice, which took the young Pokémon in and raised it as one of their own. Once Keldeo came of age, it set off on a journey – often stopping off at beauty spots such as waterfalls – to become stronger. Similar to the Johto Legendary Beast, Suicune, Keldeo is a Water type and has the ability to walk on the surface of water,

Being a Mythic Pokémon, it's difficult to obtain. Back in the days of *Pokémon Black & White*, you'd have to attend a real-life *Pokémon* event to grab one. Today, it's not so difficult: you have the chance to encounter one in Ballimere Lake in *Pokémon Sword & Shield*'s *Crown Tundra* DLC. To achieve Keldeo's Resolute Form, you'll need to teach it the attack Secret Sword – which does reliable damage based on the target's Defence stat despite being a Special attack.

POKÉ FACT

KELDEO COULD BE BASED ON THE MYTHIC SCOTTISH CREATURE, THE KELPIE – WHICH MIGHT EXPLAIN WHY IT'S ENCOUNTERED IN THE CROWN TUNDRA, WHICH TAKES INSPIRATION FROM SCOTLAND.

570 ZORUA



POKÉMON TYPE: *DARK*

HOW TO OBTAIN: Received from Rood in Driftveil City

■ Zorua is a unique Dark-type Pokémon that makes use of various illusion abilities to stay hidden in plain sight. Although its real form looks like a small fox creature with black and red accents, whenever possible, it takes on the form of a human being – usually a silent child – to try and blend in when it needs to head out in search of food. You can typically tell when a human is a Zorua, however, by the black tail tuft that remains even after transformation. If the tail is touched, Zorua has no choice but to reveal its real form, returning to its typically timid disposition if it is not around friends. The only way to catch it in the original *Pokémon Black & White* was by taking part in a limited-time event, but it was made much easier to acquire in subsequent games from *Black 2 & White 2* onwards.

POKÉ FACT

ZORUA AND ZOROARK ARE TRICKY CREATURES TO ENCOUNTER IN THE WILD. OFTEN, THEY WILL TRY TO BAMBOOZLE TRAINERS BY PRETENDING TO BE OTHER NEARBY POKÉMON.

ZOROARK 571

POKÉMON TYPE: *DARK*

■ Zoroark is the second and final evolutionary form of Zorua, boasting illusionary powers that are significantly increased compared to before. If it fears that humans are about to discover its den, for example, a pack of Zoroark can fool hundreds of people into thinking they are seeing something else by creating impressive illusions that can cover up and protect their lair. It does so by showing them visions that cause them to wander elsewhere (usually in the woods) so that they travel as far away as possible. So powerful are these scenes that lonely Pokémon Trainers are said to regularly seek out packs of Zoroark so they can create illusions that help them ease this sense of solitude. Ironically, it is extremely rare that you'll see a Zoroark living in isolation.

Zoroark typically avoid conflict, but that doesn't make them weak fighters. They have high Special Attack, Attack and Speed stats and naturally learn heavy-hitting moves such as Foul Play, Night Daze and Night Slash. However, its HP, Defence and Special Defence stats are lacking, so make sure to end fights quickly and decisively!

610 AXEW

POKÉMON TYPE: *DRAGON*

HOW TO OBTAIN:

Caught in Mistralton Cave

■ A cutesy pure Dragon-type Pokémon that can grow and regenerate its tusks should they ever fall out or take damage in battle, Axew's biggest claim to fame is that it is the partner Pokémon of Iris in the *Pokémon: Black & White* animated series. Groups of Axew are known to play with one another by locking their tusks together; that is, when not using them to make territorial gashes in branches and trees or crushing berries for eating.

FRAXURE 611

POKÉMON TYPE: *DRAGON*

■ Evolved from Axew at Level 38, Fraxure is unable to benefit from the same endlessly growing tusks. Instead, it must look after them carefully as they do not regenerate; this is done by sharpening them on river rocks thoroughly after exiting harsh battles. Rivers are where it prefers to live, where it can rest after cutting its prey into different portions using its sword-like weapons. The tusks of Fraxure can shatter rocks, but it's a risk it doesn't take lightly.

HAXORUS 612

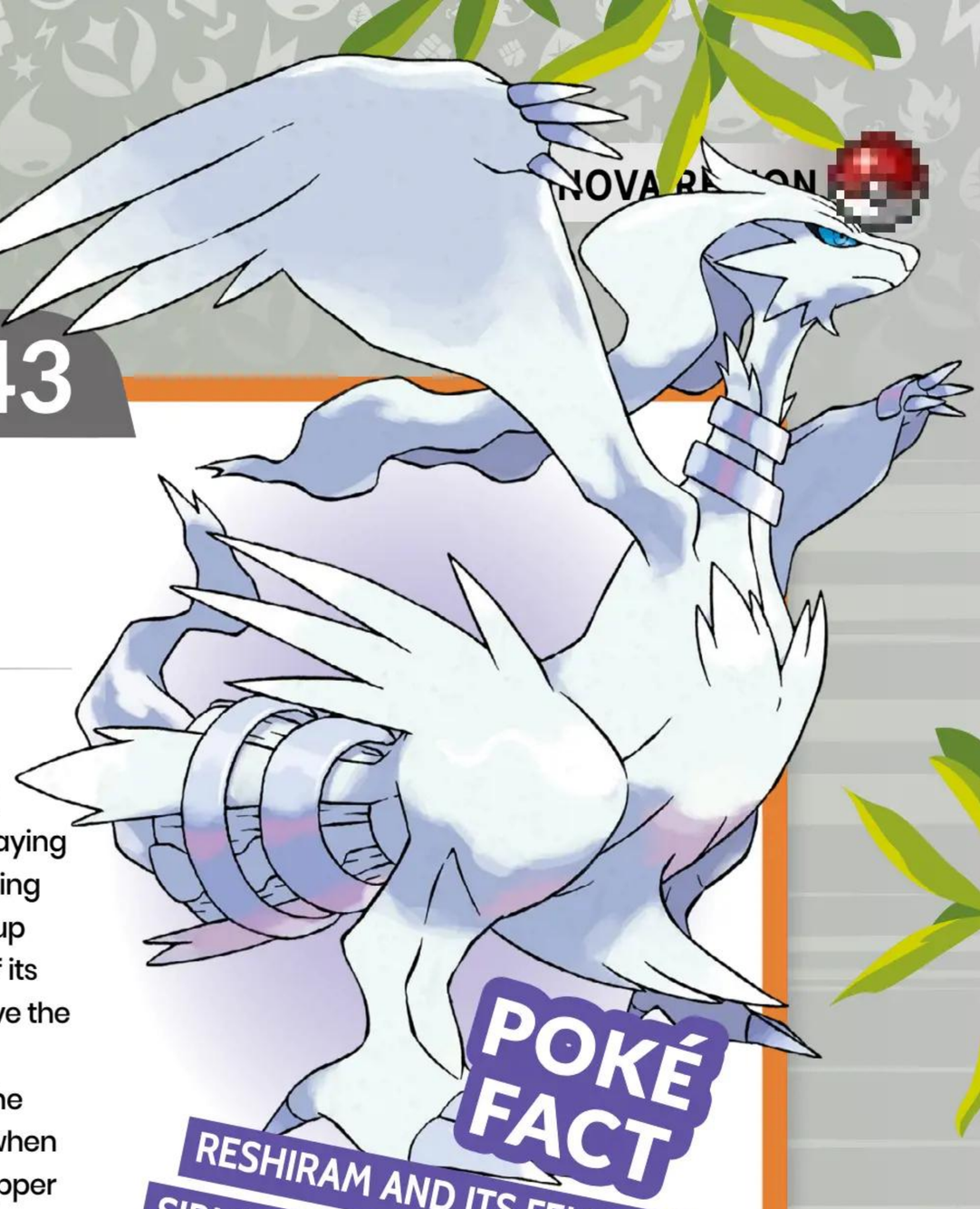
POKÉMON TYPE: *DRAGON*

■ The final form of Axew and evolving from Fraxure at Level 48, Haxorus is once again defined by its tusks that are coloured bright red to help ward off rival Pokémon. Haxorus also boasts a ridged skin plate that makes it tough to take down, which gives it a lot more protection than either of its predecessors. Haxorus is an amazing physical striker thanks to its extremely high Attack stat. Boost its Speed, and you'll have an unstoppable one-hit-KO machine!

POKÉ FACT

HAXORUS IS A VERY TERRITORIAL BUT ALSO VERY FRIENDLY POKÉMON, KNOWN TO RESIDE IN CAVES AND ABANDONED MINES AND CONSUMING A DIET MOSTLY MADE UP OF MINERALS.

RESHIRAM 643



POKÉMON TYPE: *DRAGON/FIRE*

HOW TO OBTAIN: Encountered in N's Castle

■ The main Legendary Pokémon of *Pokémon Black*, Reshiram is spoken about in the legends and myths throughout the Unova region. It appears primarily as a white dragon but also takes on the traits of avian and mammalian Pokémon. Its tail resembles that of a jet engine, which serves as Reshiram's most defining feature, staying wispy white until it enters Overdrive Mode – where its emotions begin to surge, causing the engine to light up red in a bright and fiery glow. This Legendary dragon powers up to achieve faster acceleration and speed while flying through the air. As a display of its supreme power, Unovan myths describe Reshiram's tail as having the power to move the world's atmosphere and even change the weather.

Reshiram's history dates back to ancient Unova and is intertwined with Zekrom, the cover star and mascot for *Pokémon White*. Both dragons are thought to be equals when it comes to battle potential, meaning that it is nearly impossible for one to get the upper hand over the other. Should Reshiram's body ever be destroyed, it can transform into a unique object called the Light Stone, only able to be reawakened by a hero who believes in truth. Those who choose to ignore a truthful life, meanwhile, live at risk of having Reshiram burn their kingdom to the ground. It can fuse with another strange husk-like Dragon Pokémon called Kyurem to become White Kyurem through the use of DNA Splicers in a process called Absofusion.

POKÉ FACT

RESHIRAM AND ITS FELLOW LEGENDARY SIBLING ZEKROM MADE AN APPEARANCE IN 2010'S MACY'S THANKSGIVING DAY PARADE IN NEW YORK CITY, ALONGSIDE PIKACHU AND A POKE BALL.

ZEKROM 644

POKÉMON TYPE: *DRAGON/ELECTRIC*

HOW TO OBTAIN: Encountered in N's Castle

■ Zekrom is the cover star for *Pokémon White*, a Legendary Pokémon that enjoys the unusual pairing of Dragon and Electric types. Zekrom powers itself up by harnessing the stored electricity built up in its unique round tail, which is perhaps best likened to a motorised generator – complete with the ability to rotate around at high speeds. Contrasting Reshiram, which has flowing fur, Zekrom's design is much more angular and black in colour – if you haven't caught on yet, the two dragons are supposed to be direct opposites of each other – and it is rumoured to be impossible for one to beat the other in battle when not accompanied by a Trainer.

In addition to producing the energy required for attacks during battle, the energy generated from Zekrom's tail also emits an anti-gravity field that enables the Pokémon to fly through the air without any detrimental impact on the environment or its surroundings. According to Unovan lore, Zekrom's natural habitat is within thunderclouds – which it can generate to rain down judgement on any given area. In particular, Zekrom is not fond of kingdoms that have lost their righteousness. Like its fellow Legendary Dragon Reshiram, taking down Zekrom is a difficult task, but if it does fall in battle, it will transform into a dormant Dark Stone. To stir the artefact back into life, a hero who believes in ideals above all else has to awaken it.

POKÉ FACT

ZEKROM IS BY FAR THE HEAVIEST POKÉMON INTRODUCED AS IN THE FIFTH GENERATION, WEIGHING IN AT 760.6 IBS.

Kalos

REGION

Pokédex:
650-721

650 CHESPIN

651 QUILLADIN

652 CHESNAUGHT

653 FENNEKIN

654 BRAIXEN

655 DELPHOX

656 FROAKIE

657 FROGADIER

658 GRENINJA

659 BUNNELBY

660 DIGGERSBY

POKÉ FACT

AEGISLASH HAS TWO FORMS AND SWITCHES BETWEEN THEM DEPENDING ON WHAT MOVES IT USES. AN OFFENSIVE ATTACK WILL PROMPT IT TO USE BLADE FORME, WHILE A DEFENSIVE ONE WILL GRANT IT SHIELD FORME.

661 FLETCHLING

662 FLETCHINDER

663 TALONFLAME

664 SCATTERBUG

665 SPEWPA

This troupe might be the smallest Pokédex expansion, but they're mighty

Introduced with *Pokémon X & Y* in 2013, this group of 72 Pokémon hails from the France-inspired land of Kalos. The region's themes of elegance, fashion, nature and technological evolution are reflected directly in the Pokémon that live there. You only need to look at Flabébé, Furfrou or Diancie to know what Kalos is all about!

The Kalosian Pokémon update brought two much-loved innovations: the Fairy type and Mega Evolutions. Fairy Pokémon typically draw inspiration from folklore or cutesy designs, especially in this region – the likes of Sylveon, Florges and Slurpuff all look like they could be in a classic fairytale. Mega Evolutions, meanwhile, gave some old and new favourites a further evolution form, granting them embellished designs and powerful stat boosts – granted, these transformations were not permanent and a Mega Evolved Pokémon will return to its previous form after a battle.

The Kalos roster is the smallest expansion to the Pokédex, but that doesn't mean they're not lacking in quality! If you're a competitive player, you'll do well to have a Talonflame, Aegislash or Sylveon in your party, as they are favoured by the best players. Plus, if you're looking for clout, look no further than Greninja, which frequently tops 'most popular Pokémon' lists!

Collecting Pokémon from the Kalos region might be a little tricky today. You can play *Pokémon X & Y* on the 3DS, of course, but you won't be able to transfer your caught monsters to Pokémon Home. Luckily, many Kalosian Pocket Monsters are available in *Pokémon Sword & Shield* and *Scarlet & Violet* – especially if you own all of the DLC.

POKÉMON TYPES: NORMAL | FIRE | WATER | GRASS | ELECTRIC | ICE | FIGHTING | POISON | GROUND | FLYING | PSYCHIC

696 TYRUNT

720 HOOPA

666 VIVILLON

667 LITLEO

668 PYROAR

669 FLABÉBÉ

670 FLOETTE

671 FLORGES

672 SKIDDO

673 GOGOAT

674 PANCHAM

675 PANGORO

676 FURFROU

677 ESPURR

678 MEOWSTIC

679 HONEDGE

680 DOUBLADE

681 AEGISLASH

682 SPRITZEE

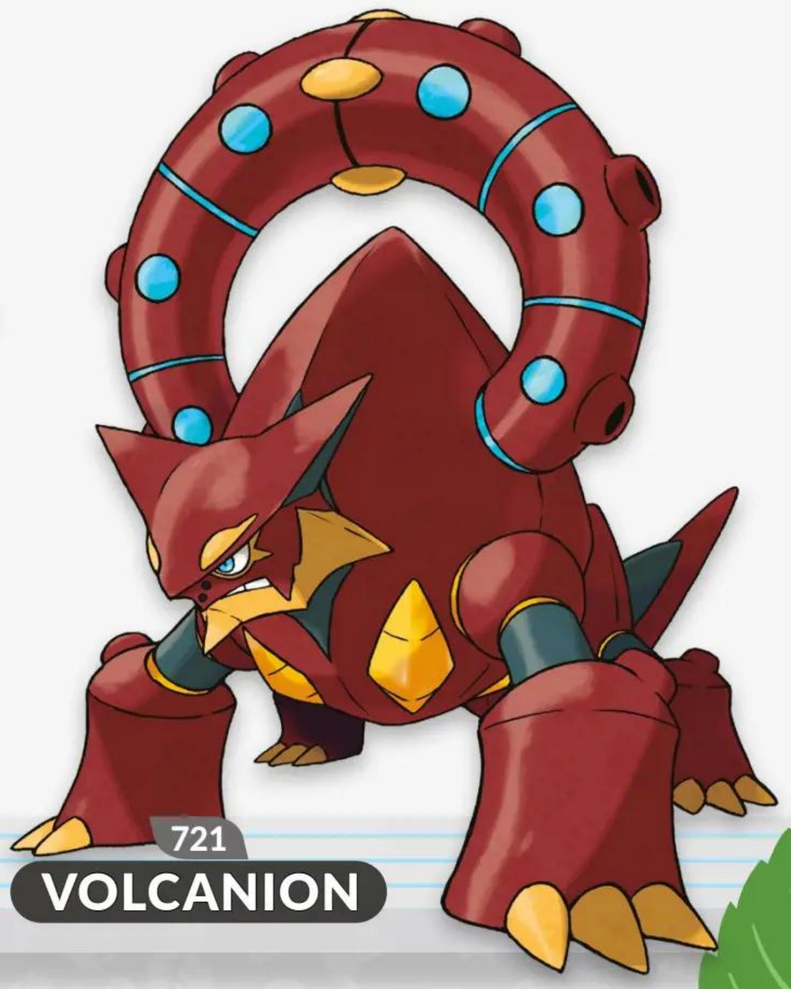
683 AROMATISSE

684 SWIRLIX

685 SLURPUFF

676 FURFROU

721 VOLCANION



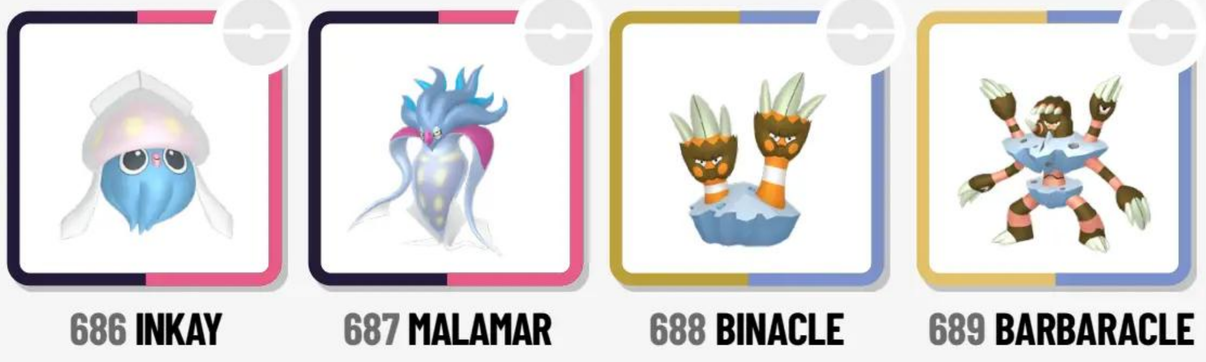
POKÉ FACT

A ONE-OF-A-KIND FLOETTE EXISTS IN THE POKÉMON WORLD: ETERNAL FLOWER FLOETTE. IT ONCE DIED AND WAS BROUGHT BACK TO LIFE BY THE MYSTERIOUS AZ.

BUG | ROCK | GHOST | DRAGON | DARK | STEEL | FAIRY

658
GRENINJA

719
DIANCIE



686 **INKAY** | 687 **MALAMAR** | 688 **BINACLE** | 689 **BARBARACLE**

POKÉ FACT

AT THE TIME OF WRITING, DIANCIE IS INCREDIBLY RARE. IT WAS ONLY MADE AVAILABLE FROM POKÉMON X & Y EVENTS FROM 2014 TO 2016.

690 **SKRELP** | 691 **DRAGALGE** | 692 **CLAUNCHER** | 693 **CLAWITZER** | 694 **HELIOPTILE**

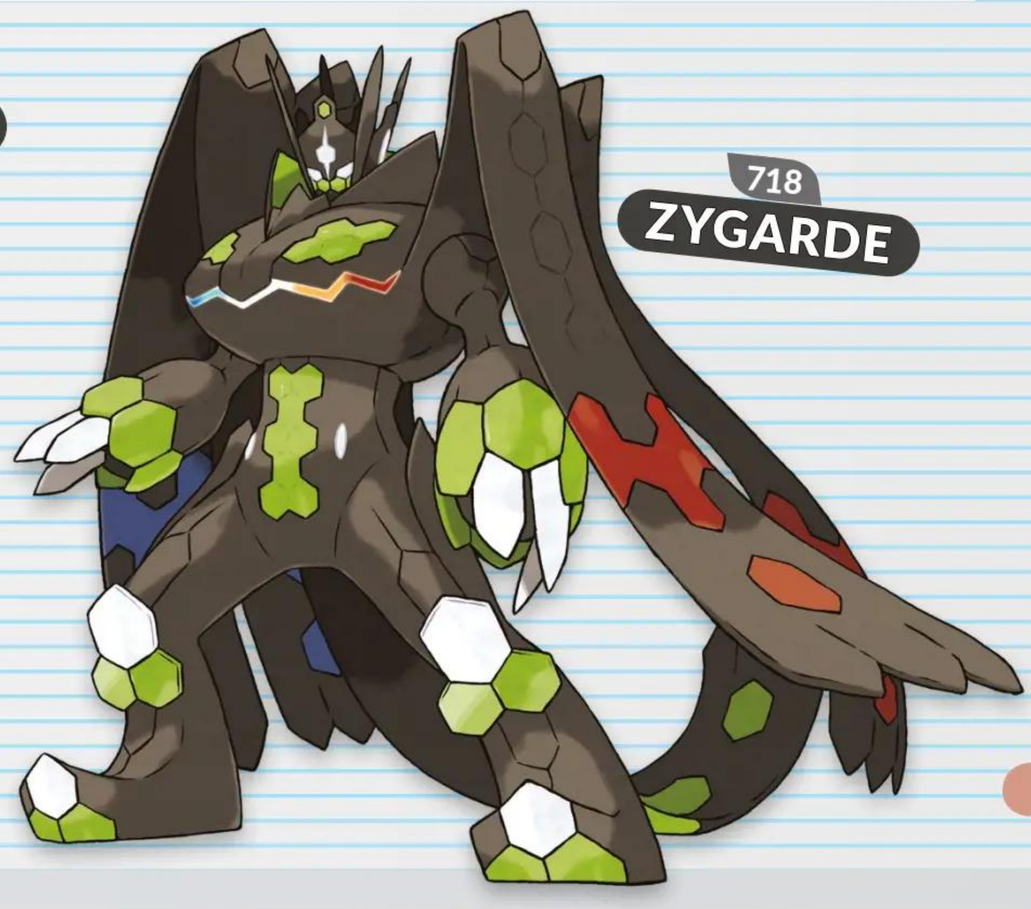
695 **HELIOLISK** | 696 **TYRUNT** | 697 **TYRANTRUM** | 698 **AMAURA** | 699 **AURORUS** | 700 **SYLVEON** | 701 **HAWLUCHA**

702 **DEDENNE** | 703 **CARBINK**

704 **GOOMY** | 705 **SLIGGOO**

659
BUNNELBY

718
ZYGARDE



POKÉMON TYPES: NORMAL | FIRE | WATER | GRASS | ELECTRIC | ICE | FIGHTING | POISON | GROUND | FLYING | PSYCHIC

KALOS REGION

666
VIVILLON

706 GOODRA

707 KLEFKI

708 PHANTUMP

709 TREVENANT

698
AMAURA

710 PUMPKABOO

711 GOURGEIST

712 BERGMITE

713 AVALUGG

714 NOIBAT

715 NOIVERN

716 XERNEAS

717 YVELTAL

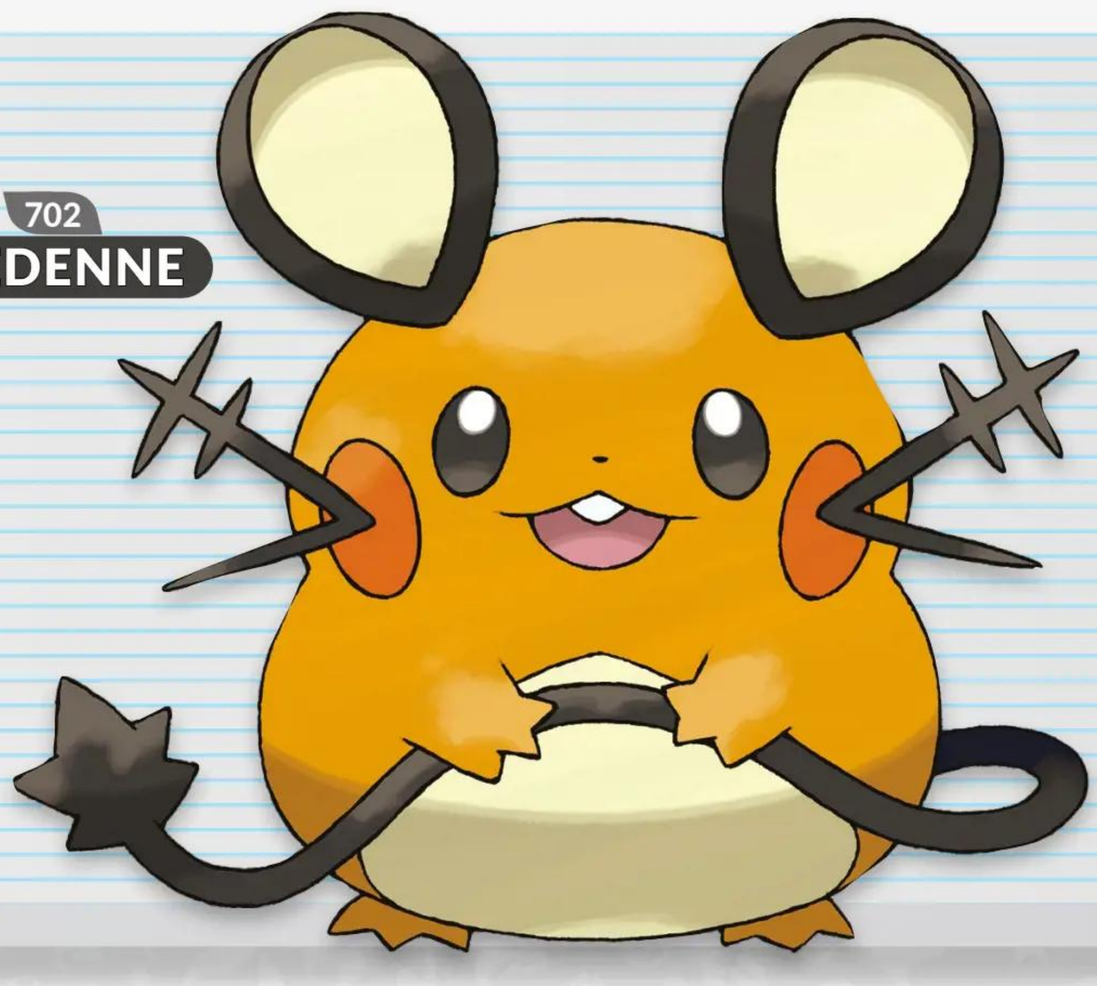
718 ZYGARDE

719 DIANCIE

720 HOOPA

721 VOLCANION

702
DEDENNE



POKÉ FACT

THE PIKACHU LINE, PLUSLE, MINUN, PACHIRISU, EMOLGA, DEDENNE, TOGEDEMARU, MORPEKO AND THE PAWMI LINE ALL LIKELY SHARE THE SAME COMMON ANCESTOR. THESE ELECTRIC POKÉMON ALL HAVE SIMILAR ELECTRO POUCHES ON THEIR CHEEKS.

BUG | ROCK | GHOST | DRAGON | DARK | STEEL | FAIRY

KALOS POKÉMON

650

CHESPIN

GRASS EVOLUTIONARY LINE

POKÉMON TYPE: *GRASS*

HOW TO OBTAIN: Received from Tierno in Aquacorde Town

■ Chespin is the 'Spiny Nut' Pokémon with light brown skin, dark brown arms, white claws on its legs and a light green spiky shell covering its head and tail. Its shell is a defensive tool, able to protect it from attacks – and it can also grow sturdier when Chespin eats berries. Once it evolves into Quilladin, it grows brown tufts of fur on its forehead and on its stomach, with rounder stubbier limbs and new tips on its ears. Finally, as Chesnaught, the shell becomes a white, creamy colour and grows in size with its limbs and tails covered by a green breastplate. When Chesnaught brings its arms together, it can use them like a shield.

POKÉ FACT

With all that in mind, then, it must come as no surprise that this evolutionary line's greatest asset is its high physical Defence stat and trademark Spikey Shield attack.

CHESPIN AND ITS EVOLUTIONS' DEFENSIVE CAPABILITIES LEND IT THE BULLETPROOF HIDDEN ABILITY – WHICH NEGATES ALL 26 BALL AND BOMB MOVES.

653

FENNEKIN

FIRE EVOLUTIONARY LINE

POKÉMON TYPE: *FIRE*

HOW TO OBTAIN: Received from Tierno in Aquacorde Town

■ As a small fox-like Pokémon, Fennekin is covered in yellow fur with a white muzzle and large tufts of orange fur on its big ears and on the tip of its tail. Though small and slender, Fennekin can generate swelteringly hot air of over 200°C that is vented from its ears to intimidate its enemies. It frequently chews on twigs to fill it with energy. When Fennekin evolves into Braixen, it stands on two legs and holsters a stick in its tail, which can be set alight to attack or to communicate with others. In its final form as Delphox, its fur grows in length and deepens in colour to look like a dark-red robe like a wizard. This set of Fire starters has excellent Special Attack, which ties in nicely with Delphox's Fire/Psychic dual typing and its signature move, Mystic Fire.

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STARTER TRIO

KALOS REGION

POKÉ FACT

FENNEKIN AND ITS EVOLUTIONS COULD BE BASED ON THE JAPANESE KITSUNE – A MYTHICAL FOX THAT'S CONNECTED TO MAGIC AND CAN, OF COURSE, BREATHE FIRE.

656

FROAKIE

WATER EVOLUTIONARY LINE

POKÉMON TYPE:
WATER

HOW TO OBTAIN:
Received from Tierno in Aquacorde Town

This 'Bubble Frog' Pokémon can use a cluster of bubbles produced on its chest and back to reduce damage from attacks. It tends to be happy-go-lucky in its attitude, but it uses this as a facade and is actually vigilant of its surroundings. It can suddenly overwhelm its opponents with speed, jumping to impressive heights and throwing bubbles at its enemies. Its evolution, Frogadier, is larger with more dark-blue skin covering its back, head and hands, and sports a bubble-like scarf. Frogadier is nimble and light on its feet and can climb heights of 600m! Greninja, the final evolution, is dark blue with yellow webbing on its hands and feet and yellow fins on its head. It moves like a ninja and compresses water into sharp weapons such as its Water Shuriken. This evolutionary line is known for its high Speed stat as well as its versatile natural moveset.

POKÉ FACT

ASH KETCHUM OBTAINS A FROAKIE THAT HE EVOLVES ALL THE WAY TO A GRENINJA. THE TWO SHARE A STRONG BOND, ENABLING GRENINJA TO TRANSFORM INTO ASH-GRENINJA.

XERNEAS 716

POKÉMON TYPE: ***FAIRY***

HOW TO OBTAIN: **Encountered in Team Flare's Secret HQ**

This Legendary stag-like Pokémon is a remarkably regal-looking creature that looks at home in the fashion-forward land of Kalos. It has two forms, and when it is at full power and in Active Mode, its legs have bright golden markings, and its antlers are golden with multicoloured highlights of blue, yellow, pink and red. When it is travelling or not battling, it adopts its Neutral Mode, where its markings and antlers are pale blue.

As the 'Life Pokémon', Xerneas can share eternal life and create forests or restore life to them, infusing energy and vitality into nearby humans and Pokémon. It has also rescued wounded Pokémon during times of war and can speak via telepathy. Ancient people respected Xerneas for this reason. However, if Xerneas uses too much of its life energy, it will transform into a tree, becoming dormant for 1,000 years.

POKÉ FACT

XERNEAS AND YVETAL LIVE SIDE BY SIDE IN KALOS, AND XERNEAS CAN CALM DOWN YVETAL IF IT IS ENRAGED.

YVELTAL 717

POKÉMON TYPE: ***DARK/FLYING***

HOW TO OBTAIN: **Encountered in Team Flare's Secret HQ**

Appearing like a dragon yet bird-like, Yvetal cuts a formidable figure at almost six metres in height. Its long wings and tail make it resemble a gigantic 'Y' shape referencing its status as *Pokémon Y*'s mascot. This Legendary creature serves as an opposite to Xerneas and can absorb life energy when spreading its wings and tail to power up its own energy. Because of this, ancient people feared Yvetal as it would appear during times of conflict and drain people and Pokémon of their energy. Any creatures or humans drained of energy may even turn into petrified stone.

When heading towards the end of its natural lifespan, Yvetal will drain the life energy from all nearby creatures so that it can create a cocoon and sleep. If disturbed in its slumber, Yvetal will become vengeful and seek to destroy those who woke it.

POKÉ FACT

XERNEAS AND YVETAL TAKE GREAT CARE OF THE LAND OF KALOS, ENSURING THAT IT IS DELICATELY BALANCED BETWEEN LIFE AND DEATH.

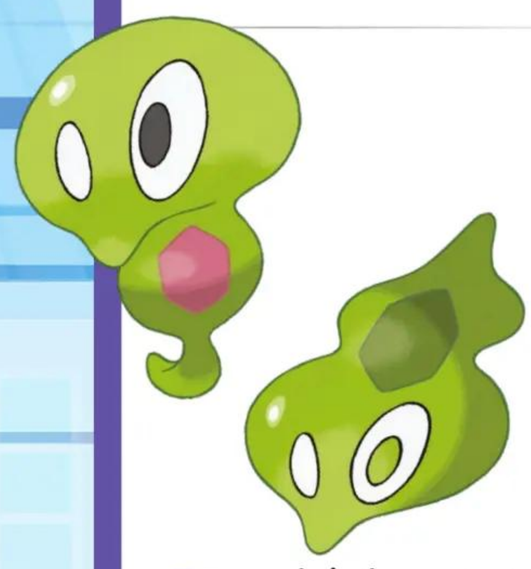
ZYGARDE 718

POKÉMON TYPE: ***DRAGON/GROUND***

HOW TO OBTAIN: Encountered in Terminus Cave

POKÉ FACT

ZYGARDE CORES ARE THE BRAINS OF ZYGARDE AND WATCH OVER THE REGION WHILE RESIDING IN CAVES. ZYGARDE CELLS ARE SCATTERED AROUND THE POKÉMON WORLD AND ACT ON THE CORES' ORDERS.



■ Zygarde is the protector of the planet's ecosystem and its order, and it can gather energy from the land and focus it on its opponents to damage them. It has different forms depending on the percentage of Zygarde Cores and Zygarde Cells it has gathered. In 10% Forme, Zygarde is canine-like and adopts this shape when a Zygarde Core is only able to combine with a tenth of the total Zygarde Cells - typically during an emergency. In 50% Forme, Zygarde is serpentine, forming from half of its Cores and Cells – you'll find it in this state in Terminus Cave in Kalos. In its Complete Forme, Zygarde looks humanoid and is perfectly tuned for battle.

Zygarde watches the Pokémon world closely, its primary role is to keep Xerneas and Yvetal in check to ensure they are in balance. It can reverse Xerneas' and Yvetal's abilities if needed, but it normally avoids getting involved unless there is grave danger affecting the planet.

676 FURFROU

POKÉMON TYPE: ***NORMAL***

HOW TO OBTAIN: Caught on Kalos Route 5

■ A pretty poodle-like Pokémon, Furfrou is a canine with thick white fur and a black face and paws. Poking out of its furry head are red eyes, a blue nose and long ears that fall down the side of its head. Furfrou are known for their speed, and it's said that regularly trimming their hair improves their ability to dodge and bamboozle their foes. Furfrou is one of two Pokémon who can have the 'Fur Coat' ability, which doubles their defence in battle, showing just how useful all that hair can be!

In modern times, Furfrou are known as a fashion symbol, and their fur can be styled in many ways. You can choose no fewer than *nine* styles for your Furfrou: Heart Trim, Star Trim, Diamond Trim, Debutante Trim, Matron Trim, Dandy Trim, La Reine Trim, Kabuki Trim, and Pharaoh Trim. If the thought of collecting each one of them makes the collector in you hyperventilate, you needn't worry! After five days have passed since your pup's last trim, Furfrou will revert to its base Natural Form, letting you restyle it.

Unfortunately, you can only obtain Furfrou from the 3DS games and they are unavailable – at the time of writing – to be imported into any of the Nintendo Switch *Pokémon* titles. You can obtain a Furfrou in *Pokémon Go*, however. Where you are when you catch one will dictate what Trim your Furfrou will have – for example, if you are in Europe, you'll get the Diamond Trim, or the USA for the Debutante Trim. Unlike the main *Pokémon* games, a Furfrou in *Pokémon Go* gets to keep their trim – time to start hyperventilating again!

POKÉ FACT

IN ANCIENT TIMES, FURFROU WAS SAID TO HAVE BEEN USED TO GUARD THE KING OF KALOS THANKS TO ITS INCREDIBLE LOYALTY.

ESPURR 677

POKÉMON TYPE: *PSYCHIC*

HOW TO OBTAIN: Caught on Kalos Route 6

■ Espurr is a feline Pokémon with pale lilac-grey fur, a small nose and mouth, and large, white-tipped ears and paws. It walks on two legs and has ring-shaped organs underneath its ears that emit its psychic powers. As is typical with most Psychic Pokémon, Espurr and its evolution boasts a high Special Attack. This poor creature cannot control its psychic power and finds this troublesome, as it is strong enough to create a blast radius of 90 metres and can send someone as strong as a wrestler flying – though its ears stop its power from leaking by sheltering the organs. Espurr has piercing purple eyes and a motionless face, which hides its internal struggle and restraint of trying to control its power. If Espurr's power builds up too much, it can cause it to faint. Espurr can evolve into two different types of Meowstic depending on its gender when levelling up.

678 MEOWSTIC

POKÉMON TYPE: *PSYCHIC*

■ Meowstic is much more assured than Espurr, with different appearances, personalities and moves depending on their gender. Both Meowstic forms share a large tail, pointy ears and a scarf – which makes them fit in perfectly with the Kalosian themes of beauty and fashion.

Both forms of Meowstic each learn a distinct set of moves. A male Meowstic acts defensively, preferring to support its allies and use its full power to protect their friends. It learns moves such as Helping Hand, Light Screen and Reflect, making it an ideal partner for double battles. On the other hand, a female Meowstic is selfish and aggressive, tormenting those who don't give it what it wants. This form learns attack-focused moves such as Extrasensory, Charge Beam and Future Sight, making it a versatile battler.

POKÉ FACT

MEOWSTIC HAS AN EYE-LIKE ORGAN ON THE SURFACE OF ITS EAR TIPS, WHICH CAN RELEASE TREMENDOUS PSYCHIC POWER – THOUGH IT NORMALLY KEEPS ITS EARS FOLDED TO CONTROL THIS.

SCATTERBUG 664

POKÉMON TYPE: *BUG*

HOW TO OBTAIN: Caught on Kalos Route 2 or in Santalune Forest

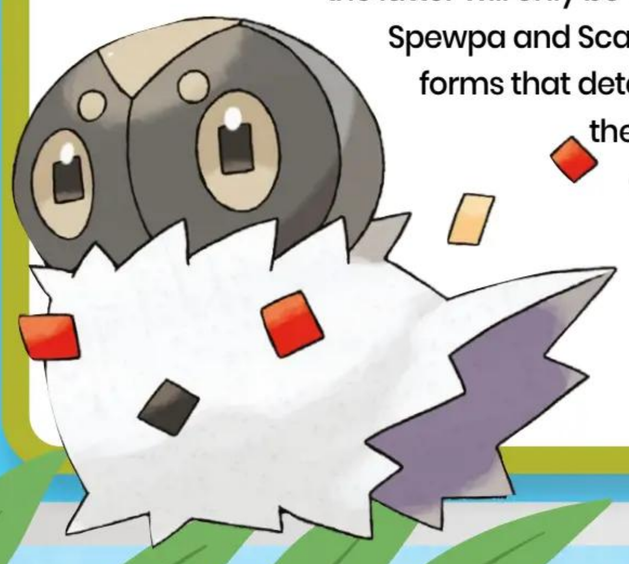
Scatterbug is a black larval Pokémon, called the 'Scatterdust Pokémon'. It has large eyes each with a square pupil, a white jagged fur collar, a small segmented body that is in three parts and stubby beige legs that come out of each segment. Scatterbugs will eat most plants and are not afraid to consume poisonous plant matter such as leaves and roots. They will turn any poison that it eats into a black powder that it then scatters back over itself, paralysing foes on contact – a method the species uses to deter bird Pokémon from preying on them. This powder also works twofold, in regulating the Pokémon's body temperature so that it can adapt to many environments. Like most Bug-type Pokémon, Scatterbug evolves into Spewpa early on at level nine, making it a useful companion for Trainers looking for an early edge in their Kalosian adventure.

SPEWPA 665

POKÉMON TYPE: *BUG*

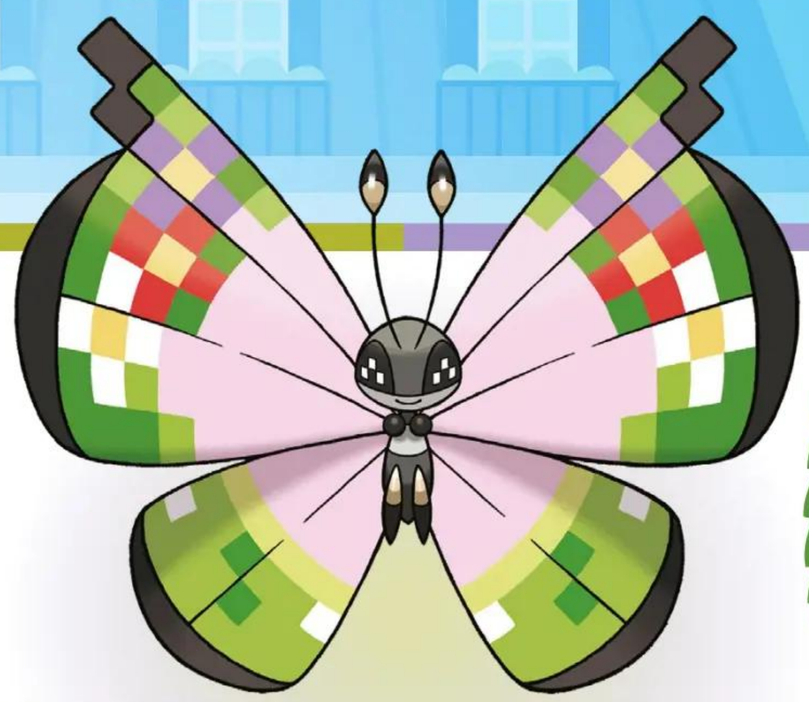
Once evolved from Scatterbug, Spewpa grows a cocoon of sharp white fur with squares of red, black and yellow. Its head is now segmented, and it pokes out of the cocoon, having lost the three white hairs that Scatterbug had. Rufflet may see it as prey, but Spewpa can spray a poisonous powder to defend itself, or it can harden its body and bristle its fur. Living among thickets, Spewpa may also roam, preferring to travel across fields and mountains while building up energy to help it evolve into Vivillion – which happens from level 12. It's better to evolve a Scatterbug than catch a Spewpa, as the latter will only be able to use Harden.

Spewpa and Scatterbug have 20 hidden forms that determine the pattern on their wings when they emerge as Vivillion. This may depend on the player's geographic location, though one is event-exclusive.



POKÉ FACT

NO MATTER WHICH PATTERN VIVILLION WILL END UP BEING, IT WILL ALWAYS HAVE BLACK RIMMED RIDGES ON THE EDGE OF ITS WINGS.



VIVILLION 666

POKÉMON TYPE: *BUG/FLYING*

Vivillion can be a sight to behold. With 20 different patterns on its wings affected by the climate and topography of the area it was born in, it is a bright butterfly-like Pokémon that emerges from the soft cocoon of Spewpa. Vivillion has a round grey head, big black pixellated eyes and antennae on the top of its head. Its body is made up of three segments and different shades of grey, with a black band in the middle. Its scales can poison its enemies or calm an opponent to subdue their fighting spirit. Its forms range from Archipelago Pattern (dark brown and red, with specks of brown) if born in an area with many islands, to Ocean Pattern (stripy red and yellow top half, with a light blue bottom reminiscent of a sunset in the ocean) if born in a summery region and Icy Snow Pattern (white with minimal grey squares) if born in a cold area.

Alola REGION

Pokédex: 722-809

The tropical Pokémon of Alola are a breezy breath of fresh air

Now here is a bunch of Pocket Monsters that are as vibrant as the region they call home. Alola is an island nation with more than a passing resemblance to the real-world Hawaiian Islands. If that conjures up images of clear oceans, flowers, sand and good vibes, you've got the picture, and so do the Pokémon who live there! Monsters like Comfee, Sandygast, Wishiwashi and Oricorio fit the brief perfectly by embracing all things Alola.

There are some curveballs, too. Mimikyu and Bewear are cute and terrifying in unique ways – the former is wearing a spooky Pikachu disguise to hide, while the latter emits a piercing scream as it strikes and splits trees in two! Adding a bit of extra-dimensional mayhem to the land are the Ultra Beasts: Legendary Pokémon that have passed through Ultra Space and emerged through Ultra Wormholes. (The Pokémon-makers must have loved the word 'ultra' when writing the backstory of these monsters!) Creatures such as Guzzlord and Buzzwole are sure to add a bit of gravitas to your Alolan battle team and strike fear into any opponent.

Alola debuted with *Pokémon Sun & Moon* on the Nintendo 3DS, which makes adding them to a modern Nintendo Switch Pokémon collection tricky as they're confined to the defunct console. For now, you're best off looking at *Pokémon Sword & Shield* and their expansions for the likes of Lycanroc, Kommo-o and Togedemaru, and *Scarlet & Violet* and their DLC for Pokémon like Vikavolt, Passimian and Toucannon.

722 ROWLET

723 DARTRIX

724 DECIDUEYE

725 LITTEN

726 TORRACAT

727 INCINEROAR

728 POPPLIO

729 BRIONNE

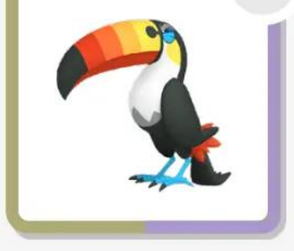
730 PRIMARINA

731 PIKIPEK

732 TRUMBEAK

POKÉ FACT

UNLIKE OTHER BUG EVOLUTIONS, CHARGABUG WILL NEED TO BE EXPOSED TO A THUNDER STONE TO EVOLVE. IN POKÉMON GO, YOU'LL NEED A MAGNETIC LURE MODULE.


733 TOUCANNON

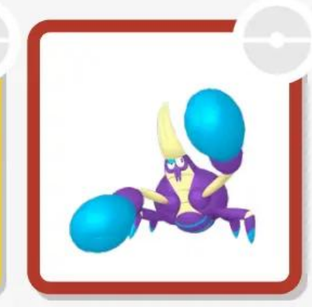
734 YUNGOOS

735 GUMSHOOS

736 GRUBBIN

737 CHARJABUG

738 VIKAVOLT


739 CRABRAWLER

740 CRABOMINABLE

POKÉMON TYPES: NORMAL | FIRE | WATER | GRASS | ELECTRIC | ICE | FIGHTING | POISON | GROUND | FLYING | PSYCHIC

753 FOMANTIS

742 CUTIEFLY

741 ORICORIO

742 CUTIEFLY

743 RIBOMBEE

744 ROCKRUFF

745 LYCANROC

746 WISHIWASHI

747 MAREANIE

748 TOXAPEX

749 MUDBRAY

750 MUDSDALE

751 DEWPIDER

752 ARAQUANID

753 FOMANTIS

754 LURANTIS

755 MORELULL

756 SHIINOTIC

757 SALANDIT

758 SALAZZLE

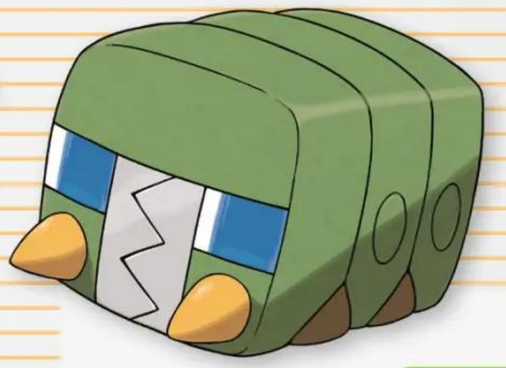
759 STUFFUL

760 BEWEAR

BUG | ROCK | GHOST | DRAGON | DARK | STEEL | FAIRY

ALOLAN EXEGGUTOR

737 CHARJABUG



738 VIKAVOLT

761 BOUNSWEET

762 STEENEE

763 TSAREENA

764 COMFEY

765 ORANGURU

766 PASSIMIAN

767 WIMPOD

768 GOLISOPOD

769 SANDYGAST

770 PALOSSAND

771 PYUKUMUKU

772 TYPE: NULL

773 SILVALLY

774 MINIOR

775 KOMALA

776 TURTONATOR

777 TOGEDEMARU

778 MIMIKYU

779 BRUXISH

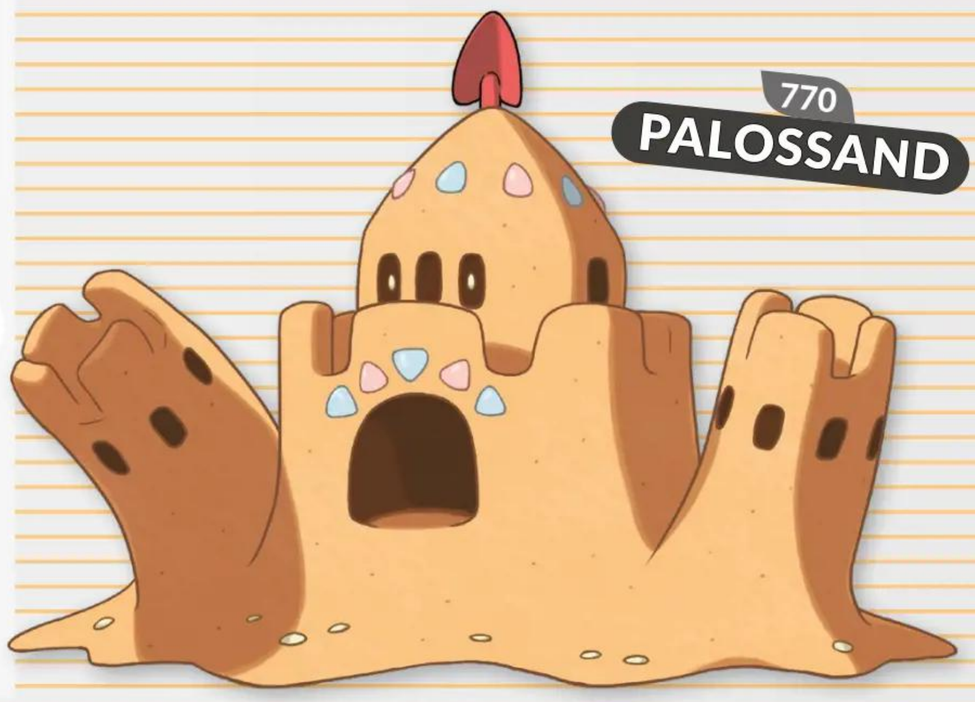
780 DRAMPA

781 DHELMISE

782 JANGMO-O

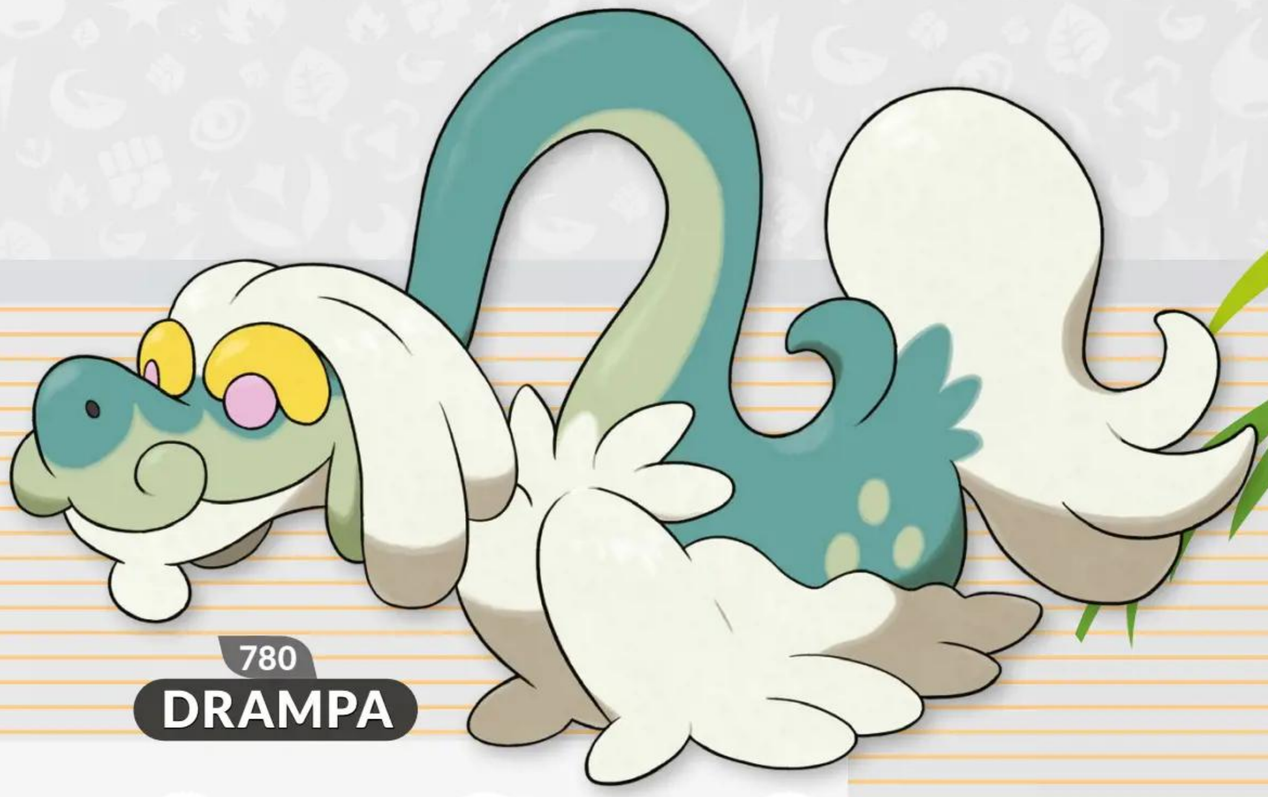
783 HAKAMO-O

784 KOMMO-O



770 PALOSSAND

POKÉMON TYPES: NORMAL | FIRE | WATER | GRASS | ELECTRIC | ICE | FIGHTING | POISON | GROUND | FLYING | PSYCHIC



780 DRAMPA

785 TAPU KOKO

786 TAPU LELE

787 TAPU BULU

788 TAPU FINI

789 COSMOG

790 COSMOEM

764 COMFEY

POKÉ FACT

MELTAN CAN ONLY BE OBTAINED AND EVOLVED WITHIN POKÉMON GO. IF YOU WANT THEM ON YOUR NINTENDO SWITCH ADVENTURES, YOU'LL NEED TO TRANSFER THEM VIA POKÉMON HOME.

791 SOLGALEO

792 LUNALA

793 NIHILEGO

794 BUZZWOLE

795 PHEROMOSA

796 XURKITREE

797 CELESTEELA

798 KARTANA

799 GUZZLORD

800 NECROZMA

801 MAGEARNA

802 MARSHADOW

803 POIPOLE

804 NAGANADEL

805 STAKATAKA

806 BLACEPHALON

807 ZERAORA

808 MELTAN

809 MELMETAL

BUG | ROCK | GHOST | DRAGON | DARK | STEEL | FAIRY

ALOLA POKÉMON

722 ROWLET

GRASS EVOLUTIONARY LINE

POKÉMON TYPE: ***GRASS/FLYING***

HOW TO OBTAIN: Received from Kahuna Halu in Iki Town

As the Alolan Grass starter you can choose at the beginning of your sun-kissed Alolan adventure, Rowlet's avian biological makeup means it can also make use of Flying-type moves. Complete with a cute bowtie made of leaves, Rowlet can rotate its head a full 180 degrees and is primarily nocturnal.

DARTRIX 723

POKÉMON TYPE: ***GRASS/FLYING***

The middle evolution between Rowlet and Decidueye, Dartrix closely resembles an adult barn owl and is described in *Pokémon Sun*'s Pokédex as "a bit of a dandy". It has this reputation due to its insistence on always staying groomed – even when throwing its blade-like feathers at enemies.

POKÉ FACT

YOU CAN GRAB A HISUIAN DECIDUEYE BY CHOOSING ROWLET AS YOUR STARTER IN POKÉMON LEGENDS: ARCEUS. THIS OLD-TIMEY ARCHER USES FIGHTING AS ITS SECONDARY TYPE INSTEAD OF GHOST.

725 LITTEN

FIRE EVOLUTIONARY LINE

POKÉMON TYPE: ***FIRE***

HOW TO OBTAIN: Received from Kahuna Halu in Iki Town

This black-and-red quadrupedal cat serves as your Fire option for stater Pokémon in Alola. Litten don't take well to traditional affection and can spit super-hot fireballs using the furballs they collect in their stomach. Despite its affinity for flames, Litten learns only four Fire moves.

TORRACAT 726

POKÉMON TYPE: ***FIRE***

Evolving from Litten at level 17, Torracat is known for its incredibly powerful front legs and the bell of fire it wears beneath its throat. That bell resonates whenever it uses Fire-type moves such as Ember and Fire Fang, indicating its strong flame-based spirit. Its powerful Speed and Attack stats make it an ideal bruiser.

POKÉ FACT

WHEN TORRACAT CHANGES INTO INCINEROAR, IT LOSES ITS EDGE FOR SPEED IN FAVOUR OF MORE ATTACK AND DEFENSIVE STATS. KEEP THIS IN MIND WHEN IT EVOLVES!

© Getty. The Pokémon Company

STARTER TRIO

ALOLA REGION

724 DECIDUEYE

POKÉMON TYPE:
GRASS/GHOST

Evolving from Dartrix at level 36, Decidueye is the final form of Rowlet's evolution chain. It forms a bow using its wings and uses arrows to catch enemies off-guard and deliver strong physical attacks. It's a bit of a slow starter, however, due to is lacking Speed stat.

727 INCINEROAR

POKÉMON TYPE:
FIRE/DARK

Easily the most aggressive and brutal of the three starter's final evolutions, Inceneroar lives up to its name by being incredibly intimidating - so much so it can have a tendency to ignore its Trainer's commands. It is the only known Pokémon able to use the Malicious Moonsault Z-Move.

728 POPPLIO

WATER EVOLUTIONARY LINE
POKÉMON TYPE: WATER
HOW TO OBTAIN:
Received from Kahuna Halu in Iki Town

This cute Water-type seal is easily identified by its ruffled collar and pink round nose. The latter allows it to snort out water bubbles, which it can use to trap enemies and perform various acrobatic stunts inspired by the circus. Popplio's has a talent for heavy-hitting Special attacks, and its Special Defence stat isn't too shabby, either.

POKÉ FACT

PRIMARINA IS UNIQUE AS IT IS THE ONLY STARTER POKÉMON EVOLUTION THAT SPORTS THE FAIRY TYPE. UNLIKE THE LIKES OF FIGHTING AND DARK, WHICH APPEAR REGULARLY.

729 BRIONNE

POKÉMON TYPE:
WATER

Brionne matches its predecessor's penchant for fun and playfulness by sporting a ballerina-like design. This makes sense, considering just how much Brionne loves to dance whenever its Trainer feels down, doing so after creating a sequence of water balloons to surround it.

730 PRIMARINA

POKÉMON TYPE: WATER/FAIRY

The final form of Gen-VI's water starter, Primarina resembles a mixture of seal and mermaid. The fish-like tale is perhaps their most recognisable feature, alongside a starfish hairpin and pearl tiara. Along with creating water balloons, Primarina is known for its powerful Fairy-type attacks and its signature Sparkling Aria move.

744 ROCKRUFF

POKÉMON TYPE: ***ROCK***

HOW TO OBTAIN: **Found outside the Ten Carat Hill exit after completing the first trial**

A puppy-like Pokémon capable of evolving into one of three different forms of Lycanroc, Rockruff is famous for showing affection to its owners by rubbing the sharp rocks on its neck up against them – even if the act is considered quite discomforting to the recipient. Its large blue eyes and button ears give it a cutesy, lovable appearance, but this shouldn't fool Trainers into thinking Rockruff can't take care of itself. It is known to intimidate people by hitting the rocks on its neck on the ground, for instance, and will become even more fierce in its disposition as it grows over time. Despite this, Rockruff is still thought to be an ideal Pokémon for beginners due to its inherent friendliness and its natural ability to sense when Trainers are feeling down.

Although not making its series debut until Gen VII, Rockruff has a history of living with humans dating as far back as ancient times. It's this storied experience that makes them incredibly loyal to Trainers in the modern day, which when combined with a powerful sense of smell, makes them a great partner to pair up with both in and outside of battle. It shares the 'Puppy' moniker with other Pokémon such as Lillipup, Yamper, Fidough, and Growlithe, the latter of which it is on record as being its territorial rival.

POKÉ FACT

FROM POKÉMON SWORD & SHIELD ONWARDS, THE LYCANROC FORM YOU GET DEPENDS ON THE TIME OF DAY YOU EVOLVE YOUR ROCKRUFF. FOR THE DUSK FORM, YOU'LL ALSO NEED YOUR PUPPY PARTNER TO HAVE THE 'OWN TEMPO' ABILITY.

745 LYCANROC

POKÉMON TYPE: ***ROCK***

HOW TO OBTAIN: **Forms depend on the game or time of day in which you evolve Rockruff**

Lycanroc evolves from Rockruff at Level 25 in one of three different forms – Midnight, Midday, and Dusk, each with a unique moveset and stats. Lycanroc retains its Rock-type nature regardless of form, but its appearance varies wildly between the three. In game terms, Rockruff can only evolve into Midday Lycanroc in *Pokémon Sun*, while the more werewolf-like Midnight Lycanroc is achieved through evolution in *Pokémon Moon*. Dusk, meanwhile, serves as the third possible form introduced in *Pokémon Ultra Sun & Moon*.

Lycanroc's Midday form is the most standard-looking of the three, resembling a quadrupedal wolf with a white underbelly and brown fur; it has a mostly calm and cautious personality that tends to hate needless fighting. Lycanroc's Midnight form takes on the shape of a bipedal werewolf, boasting incredibly sharp teeth and a brash temperament. In stark contrast to its Midday form, the Midnight Lycanroc loves the thrill of battle. The Dusk form is best described as the perfect middle ground between the two other iterations in terms of its attitude, known to be calm but also ferocious when needed. With all that said, the Dusk form of Lycanroc is said to be the most troublesome to raise, according to its Pokédex entry in *Pokémon Violet*.

ALOLA REGION

STUFFUL 759

POKÉMON TYPE: ***NORMAL/FIGHTING***

HOW TO OBTAIN: **East of Memorial Hill, in the Akala Outskirts alongside Alola Route 8**

Boasting an adorable appearance that not so subtly riffs on the look of red pandas you might see at the zoo in real life, Stufful is a Normal/Fighting bear Pokémon that is cute to observe from a distance but surprisingly has a hard time with being touched. "Carelessly reaching out to touch this Pokémon could result in painful retaliation," reads its Pokédex entry in *Pokémon Sword*. Doing so is enough to see Stufful enter a frenzy, where it is often prone to flailing its arms and legs about. Normally, this wouldn't be an issue for a Pokémon so adorable. However, Stufful is in the unique position of being equally mighty as it is cute. Only the most worthy and respectable Trainers will manage to have a Stufful respond lovingly towards them. It gets its name from how much it looks like a stuffed toy, a fact emphasised more so by the white, label-like tag located underneath its tail.

POKÉ FACT

A STUFFUL AND BEWEAR WITH THE FLUFFY ABILITY WILL TAKE LESS DAMAGE FROM MOVES THAT MAKE DIRECT CONTACT AT THE COST OF AN EXTRA VULNERABILITY TO FIRE.

BEWEAR 760

POKÉMON TYPE: ***NORMAL/FIGHTING***

Evolving from Stufful at Level 27, Bewear continues the trend of looking like a plush bear toy – albeit one with incredible power and strength. This time around, the white markings on its face give the impression of wearing a headband, giving off friendly and welcoming vibes in stark contrast with its destructive personality. In reality, Bewear is said to be one of the most dangerous Pokémon you can come across within the Alola region, not least due to its mastery of martial arts moves that it learns by watching Black Belt Trainers practise their moves in the woods. Bewear's name could be considered just as much of a warning to Trainers as it is a cute pun. That is if the Pokémon's Pokédex entry in *Pokémon Moon* is anything to go by, where Bewear is said to have a habit of hugging its companions and leaving them with squashed spines. At least Bewear has the generosity to warn you before getting too close by waving its hands wildly in intimidation.

MIMIKYU 778

POKÉMON TYPE: ***GHOST/FAIRY***

HOW TO OBTAIN: **Encountered north of Alola's Route 14, catchable in the Thrifty Megamart**

Commonly known throughout Alola and to most Trainers as the 'Disguised' Pokémon, Mimikyu has a reputation for being one of the creepiest collectable creatures in the entire series. Its outward appearance resembles a twisted version of Pikachu created using a costume, albeit a lot more makeshift, warped and faded. Despite the in-game Pokédex initially describing the 'real' look of Mimikyu as unknown, since the Pokémon's debut in 2016, it has since been confirmed that Mimikyu's true form is that of a black, shadowy blob with two eyes – allegedly scary enough to kill people who see this through pure terror and shock. Its reason for wearing such a blatant and obvious disguise reminiscent of *Pokémon*'s most beloved mascot is due to its inherent loneliness. It hopes to appear more welcoming so as to seek the affection of humans in what is undeniably a distressing tale.

The worst thing you can do when encountering a Mimikyu is to try and take off its disguise. Anyone who does will agitate it greatly, sending it into a rage. As well as its spooky appearance, Mimikyu is also known for having two distinct forms. The Disguised form is its natural creepy self, while it will enter its 'Busted' form whenever it is hit by an attack during battle, causing the costume's 'neck' to break and take on a noticeably more slumped appearance. The only way Mimikyu can regain its Disguised form is by working tirelessly through the night in front of a mirror to fix itself, but they are said to never forget who caused them this injustice for as long as they remain alive.

POKÉ FACT

MIMIKYU IS THE ONLY POKÉMON WITH THE ABILITY DISGUISE. IT ENABLES THE SPOOKY IMPOSTER TO TAKE A HIT WITHOUT SUFFERING DAMAGE IN BATTLE.

NULL 772

POKÉMON TYPE: *NORMAL*

HOW TO OBTAIN: Received from Gladion at Aether Paradise after becoming Champion

■ Type: Null is arguably one of the most intimidatingly awesome-looking Pokémon in all of Alola, easily identified by its forboding helmet it wears to help suppress its powers to a more manageable and stable level. The helmet covers its head, its shoulders, and most of its chest, somewhat affecting its agility. The true nature of Type: Null's origins are a mystery initially, only being revealed after Trainers dive deeper into the Aether Foundation's ultimate plans and its intentions with the mysterious 'Beast Killer' project. Type: Null contains cells from all 18 Pokémon types and was specifically designed to fight off extradimensional Pokémon known as the Ultra Beasts. Only three Type: Null Pokémon were ever made because they rejected the Aether Foundation's control, went berserk and were forced to enter cryostasis. Type: Null can evolve into Silvally when a high friendship level is reached, marking one of the rare instances of a Legendary Pokémon being able to evolve – the others being Cosmog, Poipole and Kubfu

POKÉ FACT

SILVALLY'S SPEED STAT IS SET AT 95, THE INVERSE OF TYPE: NULL'S SPEED STAT WHICH WAS PREVIOUSLY 59 UP UNTIL EVOLUTION.

SILVALLY 773

POKÉMON TYPE: *NORMAL*

■ Evolved from Type: Null when levelled up with high enough friendship (allowing it to break free from the control mask it wears), Silvally possesses the unique ability to change between any one of the 18 Pokémon types through the use of memory disks it can hold. You can tell which type the Silvally is taking on due to the colour seen on its eyes, spikes, drives and fin membrane – all of which change accordingly to represent each specific one. Shedding its mask gives Silvally a more natural and organic look compared to Type: Null, but its frame and size stay mostly the same. The lack of a heavy weight from the helmet means that Silvally can enjoy increased senses and an improved Speed stat, beating out its predecessor's already great attributes in almost every way. Unrestricted from the control placed upon it by the Aether Foundation, Silvally's temperament is a lot more feral and raw, but it is unequivocally one of the best assets a Pokémon Trainer can have in battle after forming a deep enough bond.

741 ORICORIO

POKÉMON TYPE: ***FLYING/VARIOUS***

HOW TO OBTAIN: **West of Route 3 in Melemele Meadow, near the entrance to Seaward Cave**

■ Oricorio is a Flying-type Pokémon capable of inhibiting multiple secondary types – Fire, Electric, Psychic, or Ghost – in one of four forms. Though it is unable to evolve, Oricorio changes forms by sipping on the nectar of certain flowers. Red Nectar sees Oricorio inhabit the Baile style; Yellow Nectar sees Oricorio inhabit the Pom-Pom Style; Pink Nectar sees Oricorio inhabit the Pa'u Style; and Purple Nectar sees Oricorio inhabit the Sensu Style. Each new form is based on the style of a particular dance, be it hula, sensu or otherwise, making Oricorio one of the most varied and flexible Pokémon to come out of Alola.

The best part? After taking on a new style, Oricorio isn't locked to that specific one since it isn't an evolution and can be switched to a different one, providing you have the correct nectar to hand. It's no coincidence that Alola is split up into four distinct sub-regions either, with every Oricorio style being native to a particular island. Baile style Oricorio can be found in the wild on Ula'ula Island, for instance, only Sensu style Oricorio can be found in the wild in Kitakami. Every incarnation has the same Flying type, but its signature move, Revelation Dance, always stays present across all four styles, where it can channel the elemental effect of whichever nectar has been sipped. Regardless of the Oricorio form you have in your party, you can always guarantee they'll be avian in design with an appropriately flamboyant style.

791 SOLGALEO

POKÉMON TYPE: ***PSYCHIC/STEEL***

HOW TO OBTAIN: **Found at the Altar of the Sunne**

■ As the Legendary Pokémon found on the cover for *Pokémon Sun*, Solgaleo was one of the two primary mascots (alongside Lunala) responsible for ushering in the seventh Generation of *Pokémon* on Nintendo 3DS. It is a potential final form of Cosmog and Cosmoem, closely resembling that of a lion and all the pride and power that comes along with it.

As an emissary of the sun itself, Solgaleo contains the power to radiate intense light and can severely brighten up even the darkest of nights and locations. This isn't surprising, considering it's a Pokémon quite literally composed of light, using the third eye that appears on its forehead to open up Ultra Wormholes and travel through Ultra Space whenever needed.

When fused with Necrozma using the N-Solarizer in *Ultra Sun* or *Ultra Moon*, Solgaleo can become Dusk Mane Necrozma, coexisting with the Psychic-type Legendary Pokémon within one ultimate form.

POKÉ FACT

SOLGALEO'S FULL METAL BODY ABILITY PREVENTS ITS STATS FROM BEING LOWERED BY OTHER POKÉMON, MAKING IT AN UNSTOPPABLE FORCE IN BATTLE.

LUNALA 792

POKÉMON TYPE: ***PSYCHIC/GHOST***

HOW TO OBTAIN: **Found at the Altar of the Moone**

■ Lunala is the cover star of *Pokémon Moon* and one of Gen VII's two mascot Legendary Pokémon. Designed in the style of a skeletal bat whose wings represent two crescent halves of one full moon, it is one of Cosmog's final forms (the other being Solgaleo). Like Solgaleo, its third eye can open up once it enters its powered-up phase, gaining the ability to move through Ultra Space and travel incredibly long distances across the cosmos. Known as "the beast that calls to the moon" in ancient times, Lunala can channel light into energy that enables it to completely obscure any daylight in full darkness. If fused with the Psychic Legendary Pokémon Necrozma using the N-Lunarizer in *Ultra Sun & Ultra Moon*, it transforms into Dawn Wings Necrozma, where its lunar energy is harnessed to fuel a seemingly endless rampage.

POKÉ FACT

SOLGALEO AND LUNALA ARE BOTH OBTAINABLE IN POKÉMON SCARLET & VIOLET'S DLC. YOU WILL FIRST NEED TO COMPLETE ENOUGH QUESTS TO PURCHASE A CORRESPONDING SNACK FROM SNACKWORTH THOUGH.

NECROZMA 800

POKÉMON TYPE: ***PSYCHIC***

HOW TO OBTAIN: **In Farthest Hollow, accessed on the west side of Ten Carat Hill's cave exit, or on Mount Lanakila**

■ Making its debut in *Pokémon Sun & Moon*, Necrozma is an ancient creature able to possess Solgaleo and Lunala to take on even greater, more intimidating forms. Originating from somewhere deep in Ultra Space, it gives the impression it's made from a type of black, crystalline material, endlessly absorbing light using its head that is also known as the 'brain prism'. The sole purpose of its existence is to absorb the light it needs to sustain itself, suffering a great deal of pain when it is not able. This is where Solgaleo and Lunala come in, able to deliver enough of the energy that Necrozma requires to prevent it from causing itself (or anyone else) any harm – transforming into Dusk Mane Necrozma or Dawn Wings Necrozma respectively. Should Necrozma absorb enough Z-Power it can become Ultra Necrozma, a dragon-like ultimate form where it is at its most powerful and exudes an extreme amount of heat.

POKÉ FACT

TO DATE, ONLY KYUREM, NECROZMA AND CALYREX ARE CAPABLE OF FUSING WITH ANOTHER POKÉMON. TO DO SO, EACH OF THESE POKÉMON NEEDS TO HARNESS A UNIQUE ITEM.

ALOLAN DUGRIO

POKÉMON TYPE: *GROUND/STEEL*

■ You can easily identify Alolan Dugtrio from its original Kanto form thanks to the mop of long flowing blonde hair that each individual head in the trio sports. Believe it or not, the hair serves as a defensive measure and can be used to detect underground vibrations that might spell danger.

ALOLAN MUK

POKÉMON TYPE: *POISON/DARK*

■ Alolan Muk evolves from Alolan Grimer and is more multicoloured in its design as a result of different chemical reactions in its body, with lines of green, pink, and yellow creating a rainbow effect. It doesn't produce unbearable odours like the version seen in Kanto since all its toxins are contained within its body.

ALOLAN RATICATE

POKÉMON TYPE: *DARK/NORMAL*

■ Raticate native to Alola are heavier and darker in style and shape thanks to a far more calorific diet – as evidenced by its gigantic cheeks. This speaks to its desire to stockpile as much food as possible, while always staying selective about what it chooses to snack on.

ALOLAN MAROWAK

POKÉMON TYPE: *FIRE/GHOST*

■ Alolan Marowak sports a dark flame mark on its skull and is more nimble-looking than the Ground-type Marowak from the Kanto region. Its accompanying bone features a blue-green flame on each end created from the spirit of Alolan Marowak's deceased mother. The cursed flames cause mental anguish to its enemies.

ALOLAN SANDSLASH

POKÉMON TYPE: *ICE/STEEL*

■ Alolan Sandslash's body is almost entirely covered in ice, with steel quills jutting out of its back. It is rarely seen curled up into a ball, unlike the Kanto version, and can instead be commonly found in deep parts of snowy mountains where it can get around quickly by carving slick paths through the snow.

ALOLAN RAICHU

POKÉMON TYPE: *ELECTRIC/PSYCHIC*

■ The existence of Alolan Raichu was thought to have emerged due to its tendency to eat too many sweet pancakes. However, researchers believe its lighter colouring and more rounded features are a result of its wider diet. Alolan Raichu prefers to float around on its tail using its psychic powers.

ALOLAN NINETAILS

POKÉMON TYPE: *ICE/FAIRY*

■ The Alolan version of Ninetales is regal in appearance, but it boasts an attractive ice-blue coat with fur that is more smoke-like. They are native to the snowy mount of Lanakila, being considered by many as a sacred messenger present on holy ground. It evolves from Alolan Vulpix.

ALOLAN EXEGGUTOR

POKÉMON TYPE: *GRASS/DRAGON*

■ Exeggutor native to Alola have much taller necks, towering above their original Kanto counterparts, thanks to the abundance of natural light they can absorb from the Alolan sun. Better yet, its iconic long neck comes in handy as a whip in which to attack enemies, letting them feel the full force of its heavy head.

ALOLAN PERSIAN

POKÉMON TYPE: *DARK*

■ Alolan Persian evolves from Alolan Meowth, featuring a blue-grey fur coat with a significantly more rounded face shape. Said face is seen as a symbol of great wealth within the wider Alola region, being slightly bigger than the Persian Pokémon native to Kanto that most Trainers will be used to.

Galar REGION

Pokédex: 810-898

This curious collection of Pokémon are some of the best yet

Alright, guv'nor! Welcome to Galar, a quirky yet beautiful land that wears its British inspirations on its sleeve. This region debuted with the Nintendo Switch games *Pokémon Sword & Shield*, and the monsters that came with it are off-beat, unique, and, above all, delightful.

The British influence extends to the Pokémon designs, too. With monsters like Obstagoon and Toxtricity demonstrating the country's rock music heritage; Indeedee and Mr Rime are dead ringers for the classic trope of gentlemen and women; while Sirfetch'd, Zacian, Zamazenta and Calyrex all echo images of knights and heroes from legend. If we were to include all the examples of homages, we'd be here all day!

While some starter Pokémon designs can be a little hit and miss, the Galarian trio are some of the best we've seen in *Pokémon* – in our humble opinion. Grookey, Scorbunny and Sobble all ooze personality and their evolved forms continue that trend while looking formidable and strong. Fossil Pokémon return here, too, with a unique mix-and-match twist that is equal parts hilarious and horrifying.

In a nutshell, Galar is full of great Pokémon, and the best part is it's relatively simple to get started with catching them all. It'll require some time investment, sure, but *Pokémon Sword & Shield* are modern *Pokémon* titles which means they've still got a healthy player base for trading – and best of all, you can easily transfer all your caught 'mon to Pokémon Home to use in any future games!

POKÉMON TYPES: NORMAL | FIRE | WATER | GRASS | ELECTRIC | ICE | FIGHTING | POISON | GROUND | FLYING | PSYCHIC

GALARIAN PONYTA

889 ZAMAZENTA

826 ORBEETLE

827 NICKIT

828 THIEVUL

829 GOSSIFLEUR

830 ELDEGOSS

831 WOOLOO

832 DUBWOOL

833 CHEWTLE

834 DREDNAW

835 YAMPER

836 BOLTUND

837 ROLYCOLY

838 CARKOL

839 COALOSSAL

840 APPLIN

841 FLAPPLE

862 OBSTAGOON

POKÉ FACT

APPLIN CAN EVOLVE INTO DIFFERENT POKÉMON DEPENDING ON WHAT YOU EXPOSE IT TO. GIVING IT A TART APPLE WILL GIVE YOU A FLAPPLE, AND A SYRUPY APPLE WILL YIELD A APPLETUN. THERE ARE TWO MORE EVOLUTIONS IN PALDEA, TOO!

842 APPLETUN

843 SILICOBRA

844 SANDACONDA

845 CRAMORANT

BUG | ROCK | GHOST | DRAGON | DARK | STEEL | FAIRY

846 ARROKUDA
847 BARRASKEWDA
848 TOXEL
849 TOXTRICITY

850 SIZZLIPEDE
851 CENTISKORCH
852 CLOBBOPUS
853 GRAPPLOCT
854 SINISTEA
855 POLTEAGEIST
856 HATENNA

857 HATTREM
858 HATTERENE
859 IMPIDIMP
860 MORGREM
861 GRIMMSNARL
862 OBSTAGOON
863 PERRSERKER

864 CURSOLA
865 SIRFETCH'D

866 MR RIME
867 RUNERIGUS

POKÉMON TYPES: NORMAL | FIRE | WATER | GRASS | ELECTRIC | ICE | FIGHTING | POISON | GROUND | FLYING | PSYCHIC

GALAR REGION

849 TOXTRICITY

846 ARROKUDA

831 WOOLOO

845 CRAMORANT

POKÉ FACT

DREEPY ARE SHY POKÉMON AND HAVE A LOW ENCOUNTER RATE. MAKE SURE TO KEEP HANGING AROUND THE LAKE OF OUTRAGE AND AXEW'S EYE AND PERSEVERE. ONE WILL SHOW UP!

868 MILCERY

869 ALCREMIE

870 FALINKS

871 PINCURCHIN

872 SNOM

873 FROSMOTH

874 STONJOURNER

875 EISCUE

876 INDEEDEE

877 MORPEKO

878 CUFANT

879 COPPERAJAH

880 DRACOZOLT

881 ARCTOZOLT

882 DRACOVISH

883 ARCTOVISH

884 DURALUDON

885 DREEPY

886 DRAKLOAK

887 DRAGAPULT

888 ZACIAN

889 ZAMAZENTA

890 ETERNATUS

891 KUBFU

892 URSHIFU

893 ZARUDE

894 REGIELEKI

895 REGIDRAGO

896 GLASTRIER

897 SPECTRIER

898 CALYREX

BUG | ROCK | GHOST | DRAGON | DARK | STEEL | FAIRY

GALAR POKÉMON

810 GROOKEY

GRASS EVOLUTIONARY LINE

POKÉMON TYPE: ***GRASS***

HOW TO OBTAIN: Gifted to you by Leon in Postwick

Grookey acts as the Grass-type starter in *Pokémon Sword & Shield*, sporting a chimp-like design, complete with a wooden stick and two leaves serving as a tuft of hair. Grookey has a great sense of rhythm, using this to beat their stick when attacking or causing the grass around them to grow.

811 THWACKEY

POKÉMON TYPE: ***GRASS***

Evolving from Grookey at level 16, Thwackey lives up to their name by using their two wooden sticks to create rhythmic drum beats, as well as pummel opponents. The faster they drum, the more respect they gain from their fellow Pokémon. Handily, when not in use, Thwackey stores their weapons in their leafy hair.

POKÉ FACT

THE GALARIAN TRIO OF STARTERS IS REMARKABLE IN THAT NONE OF THEM SPORT A SECONDARY TYPE. THIS PRESERVES THE BALANCE OF THE INTRODUCTORY GRASS-FIRE-WATER WEAKNESS TRIANGLE FOR NEWCOMERS.

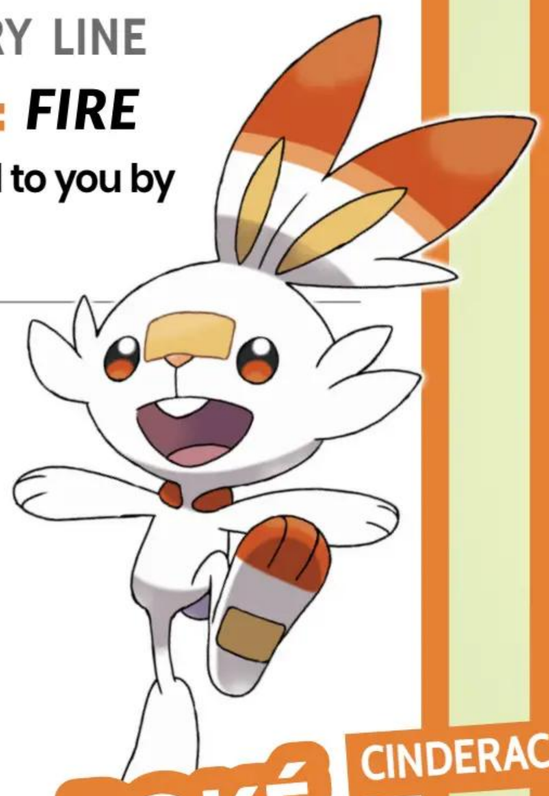
813 SCORBUNNY

FIRE EVOLUTIONARY LINE

POKÉMON TYPE: ***FIRE***

HOW TO OBTAIN: Gifted to you by Leon in Postwick

Scorbunny, the Galar region's starter Pokémon for fire lovers, takes its name from a combination of the words 'scorch' and 'bunny'. Hence, why they take after rabbits in terms of their appearance and, as such, are happy to hop, run, and jump with oodles of energy.



814 RABOOT

POKÉMON TYPE: ***FIRE***

Evolving from Scorbunny at level 16, Raboot covers their mouth and neck in a fur collar that looks like a balaclava or tracksuit. It is said that they take pride in their kicks, practising their footwork between travelling and battles by kicking berries and avoiding attacking with their arms.

POKÉ FACT

CINDERACE IS THE ONLY POKÉMON KNOWN TO BE ABLE TO LEARN THE MOVES PYRO BALL AND COURT CHANGE, THE LATTER OF WHICH SEEING A BATTLEFIELD'S EFFECTS SWITCH SIDES.

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STARTER TRIO

GALAR REGION

812 RILLABOOM

POKÉMON TYPE: *GRASS*

Rillaboom evolves from Thwackey at level 35 and is inherently gorilla-like in its design. Complete with a fierce leafy hairstyle, they give off an intimidating presence thanks to their broad stature and tendency to regularly beat down on their accompanying tree stump drum. In Rillaboom's Gigantamax form, the tree stump looks more like a full drum kit.

815 CINDERACE

POKÉMON TYPE: *FIRE*

Cinderace is the third and final evolution in Scorbunny's line and maintains their predecessors' penchant for kicking by transforming pebbles into soccer balls, wreathing them in fire, and then booting them towards foes. They have a reputation for being loyal to their Trainers despite their hot-headedness, even in Gigantamax form.

816 SOBBLE

WATER EVOLUTIONARY LINE

POKÉMON TYPE: WATER

HOW TO OBTAIN:

Gifted to you by Leon in Postwick

Easily the most timid of the three starters in the Galar region, Sobble live up to their name by being a weepy (yet brave) chameleon-like species. They are frequently found crying whenever they are nervous or shy, an act which can help them blend in with their natural water surroundings.

POKÉ FACT

INTELEON'S EXCLUSIVE SNIPE SHOT ATTACK HAS AN INCREASED CRITICAL HIT CHANCE AND IS UNAFFECTED BY MOVES THAT WILL ATTEMPT TO DIVERT IT FROM ITS TARGET, SUCH AS FOLLOW ME.

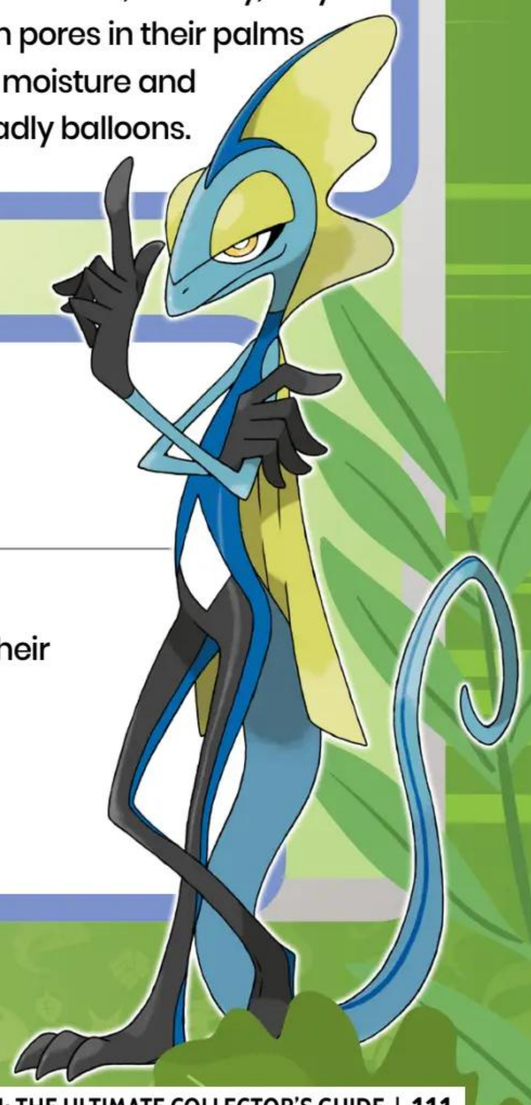
817 DRIZZILE

POKÉMON TYPE: WATER

Drizzile evolves from Sobble at level 16 and takes on the shape of a slim lizard able to stand on their hind legs. Their half-lidded eyes give the impression that they are uninterested when, in reality, they use hidden pores in their palms to secrete moisture and create deadly balloons.

818 INTELEON

POKÉMON TYPE: WATER



Inteleon evolves from Drizzile at level 35 and is commonly called the 'Secret Agent' Pokémon. Their covert traits include shooting water from their fingertips and gilding using the membrane on their backs. They are the most cool, calm and collected of the starter trio's final evolutions.

849 TOXTRICITY

POKÉMON TYPE: ***ELECTRIC/POISON***

HOW TO OBTAIN: **Evolving from Toxel from level 30**

Toxtricity is the second and final evolutionary form of Toxel, capable of taking on two forms: Amped and Low Key. The exact form they take on is determined not by an item they hold or the time of day, but rather by their Nature. A Lonely, Bold, or Serious Toxel will evolve into a Low Key Toxtricity, for example, while a Toxel that is Brave, Impish, or Hasty will transform into an Amped Toxtricity. Regardless of which form a Trainer ends up with, Toxtricity is always referred to in the Galar region as the 'Punk' Pokémon, taking on the shape of a bipedal salamander that boasts a purple-coated body with various electric-looking spikes on their wrists and back.

Both forms of Toxtricity can generate the sounds of a guitar by clawing at the organs on their chest, generating over 15,000 volts of electricity in the process. The Amped form's sounds give off the impression of a plugged-in electric guitar, while the Low Key Toxtricity lives up to its name by generating lower-end notes more reminiscent of a bass guitar. Both types of Toxtricity share the same Gigantamax form, being able to store up to huge amounts of poison should its main attack method of deploying excessive amounts of electricity fail to take effect. This poison can be released to their brain to enter a frenzy, causing Toxtricity to sweat and cover themselves in acid. Unlike their two traditional forms, Gigantamax Toxtricity walks on all four legs and has a tail resembling an electrical pylon that they use as a weapon.

POKÉ FACT

THE ONLY DIFFERENCE BETWEEN AMPED AND LOW KEY TOXTRICITY IS THEIR APPEARANCE. THEY BOTH HAVE THE SAME BASE STATS AND LEARN FROM THE SAME MOVE POOL WHEN LEVELLING UP.

823 CORVIKNIGHT

POKÉMON TYPE: ***FLYING/STEEL***

HOW TO OBTAIN: **Found by wandering around in Hammerlocke Hills**

Evolving from Corvisquire at level 38, Corviknight is the final evolution of Rookidee's cycle and brings the benefits of both Flying and Steel-type Pokémon. The real-world bird they resemble most is a raven, as made evident by their dangerous-looking sharp talons and prominent beak – both of which are armoured like every other part of their body. They are said to be the strongest bird native to Galar, and their inherent strength makes them a great means of travel throughout the whole region. Corviknight serves as the perfect 'flying taxi' service operated by the Galar Taxi Company. When not transporting Trainers from one area of the map to the other, they can usually be found preying on Bunnelby or entering into clashes over territory with Skarmory, another flying Pokémon that similarly takes on the guise of an armoured bird – first encountered in the Johto region. Corviknight can use Gigantamax to transform into a bigger, bolder form of themselves named Gigantamax Corviknight. They become much larger after doing so, with their wings suddenly coated in glowing red patches representing their newfound Dynamax energy. Gigantamax Corviknight also benefits from a significant increase in power, gaining the ability to stir up massive amounts of wind to create hurricanes capable of blowing away any Pokémon that dares to get too close. If this wasn't intimidating enough, the feathers on the back of Gigantamax Corviknight double up as blades, which can be separated and then launched off their body towards foes.

ZACIAN 888

POKÉMON TYPE: ***FAIRY/STEEL***

HOW TO OBTAIN: **Visit the Slumbering Weald after you have beaten Leon in the Champion Cup**

Zacian is the cover star for *Pokémon Sword* and one of only two members of a duo named the Legendary Heroes. It is primarily wolf-like in its design, known as the Hero Of Many Battles in its initial form and Crowned Sword (pictured below) when its second form is activated – done so by gifting it the Rusted Sword to hold.

Zacian is rumoured to be the elder sister of its fellow Legendary hero and Gen-VIII cover star, Zamazenta, while some Galar inhabitants are convinced that the two are rivals. Either way, both Legendary Pokémon worked together long ago to save the region from a threat known as Eternatus which once threatened to poison the world in an event known as the 'Darkest Day'. Zacian was previously forgotten to history after transforming into a statue and waiting patiently in the Slumbering Weald alongside Zamazenta. It became known to the world once again after Professor Sonia proved their existence.

"ZACIAN IS RUMOURED TO BE THE ELDER SISTER OF ITS FELLOW LEGENDARY HERO ZAMAZENTA"

Zacian takes on its iconic Crowned Sword form after wielding the Rusted Sword in its mouth, using Galar Particles to form gold armour over its face and much of its body. Only when in this secondary, more powerful form can Zacian use its signature move, Behemoth Blade, slashing away at opponents to deal immense damage. Although it attacks fiercely in battle, Zacian is also known for dashing through the battlefield with grace and beauty, causing enough destructive power to apparently cut the ocean itself in two. Needless to say, Zacian more than lives up to its status of a Legendary Pokémon.

POKÉ FACT

IF YOU TRANSFER YOUR ZACIAN TO POKÉMON SCARLET & VIOLET ITS BASE ATTACK STAT WILL BE REDUCED SLIGHTLY. THIS TWEAK WAS DONE BY THE DEVELOPERS LIKELY FOR BALANCING REASONS.

889 ZAMAZENTA

POKÉMON TYPE: *FIGHTING/STEEL*

HOW TO OBTAIN: Visit the Slumbering Weald after you have beaten Leon in the Champion Cup

Zamazenta is the cover star for *Pokémon Shield*, known as the Hero Of Many Battles in its original form before transforming into Crowned Shield Zamazenta once it is given the Rusted Shield to hold. Just like its fellow Legendary hero Pokémon, Zacian, it's lupine in appearance and is partially responsible for stopping the 'Darkest Day' threat against Eternatus that once placed Galar at risk of destruction. Simultaneously feared and respected by the native Galarians, Zamazenta has the unique ability to cast illusions to distract enemies, even generating an illusion of itself whenever it is put into contact with Galar Particles. Zamazenta remained dormant in the guise of a long-forgotten statue until the narrative events of *Pokémon Sword & Shield*, where its existence (alongside 3,000 years' worth of Galar history) was ultimately revealed.

Once Zamazenta holds the Rusted Shield and takes on its Crowned Shield form, its entire body becomes covered in a beautiful gold-and-red set of armour that can withstand almost any attack it comes into contact with. More than just a defensive measure, however, the shield also has an impressive level of strength and can be used to bash rival Pokémon – the resulting clash is said to generate resonant earth tremors across the land. Said shockwaves make themselves known whenever Zamazenta engages in its unique signature move, Behemoth Bash, which proves particularly strong against Dynamax Pokémon. Zamazenta is proof enough that the best defence can be a good offence – providing you've got the correct armour, of course.

POKÉ FACT

ZAMAZENTA IS ONE OF ONLY THREE POKÉMON FOUND IN POKÉMON SWORD AND SHIELD THAT CANNOT DYNAMAX. THE OTHER TWO BEING ZACIAN AND ETERNATUS.

897 SPECTRIER

POKÉMON TYPE: *GHOST*

HOW TO OBTAIN: By planting Carrot Seeds in the Old Cemetary's haunted soil the Crown Tundra

Spectrier is the second of Calyrex's two Legendary steeds, introduced as part of *Pokémon Sword & Shield*'s *Crown Tundra* expansion. It gives off a wispier, more ghost-like appearance compared to Glastrier's frozen look. Its one desire is to achieve isolation, and it is most active during the nighttime, where its natural nocturnal energy is heightened. Spectrier can channel this otherworldly energy into powerful kicks capable of separating souls from their bodies, literally stealing the life out of any sleeping beings it happens to come across. Alongside Glastrier, it once ruled over the Crown Tundra, governing all the Pokémon who lived there and terrorising invaders until it was tamed by Calyrex using the Reins Of Unity. When combined with its natural rider, Spectrier becomes known as Shadow Rider Calyrex and achieves an immense level of speed that allows it to run a thousand miles within a single day.

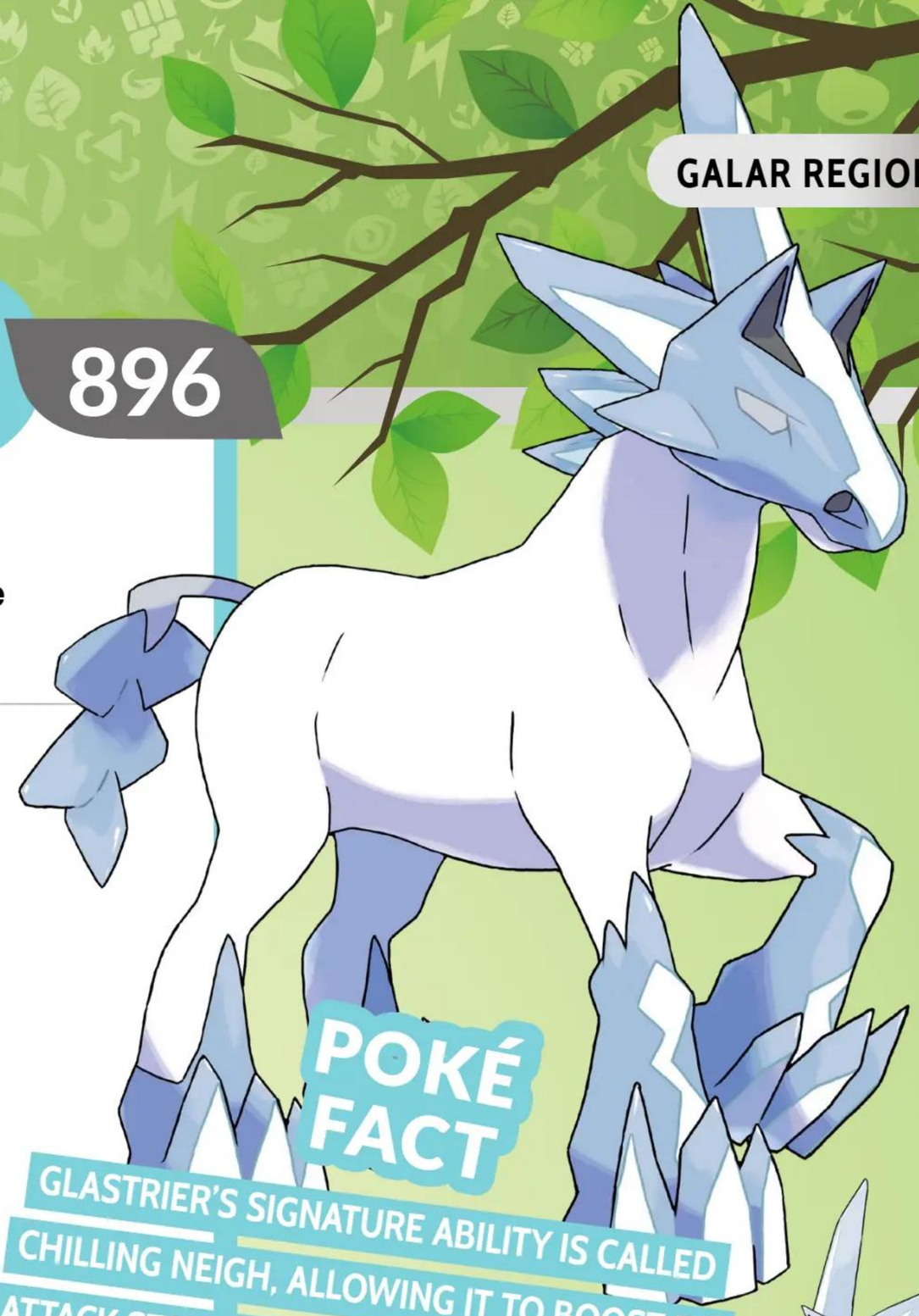
GALAR REGION

GLASTRIER 896

POKÉMON TYPE: *ICE*

HOW TO OBTAIN: By planting Carrot Seeds at the top of Snowslide Slope the Crown Tundra

First introduced as part of *Pokémon Sword & Shield*'s *Crown Tundra* DLC, Glastrier is a wild horse Pokémon that boasts a beautiful white coat complete with appropriate icicle trimmings. It is known to be a proud yet somewhat arrogant creature, recognising its own purity and beauty. Therefore, it will only allow itself to be ridden by who it deems to be the strongest, which these days tends to be another Legendary Pokémon called Calyrex, who was able to tame it using the fabled Reins Of Unity. When paired, they can channel a temperature as cold as sub-300 degrees Celsius. This incredible level of cold, combined with Calyrex's immense psychic powers, results in the combined Pokémon form of Ice Rider Calyrex to freeze and destroy anything in its path – with its psychic powers having a range of up to 30 metres. Legend has it that, even alone, Glastrier's icicles are powerful enough to blow chunks through any mountain.



POKÉ FACT

GLASTRIER'S SIGNATURE ABILITY IS CALLED CHILLING NEIGH, ALLOWING IT TO BOOST ITS ATTACK STAT WHENEVER ANOTHER TARGET IS KNOCKED OUT. CHILLING NEIGH IS EXCLUSIVE TO GLASTRIER.

CALYREX 898

POKÉMON TYPE: *PSYCHIC/GRASS*

HOW TO OBTAIN: After battling it at the Crown Shrine in the Crown Tundra DLC

The natural rider of both Glastrier and Spectrier, Calyrex is a Legendary Pokémon that can fuse with either using the Reins Of Unity to activate one of two different forms: Ice Rider Calyrex and Shadow Rider Calyrex. Depending on which it fuses with, its secondary type of Grass is dropped for either Ice or Ghost. Calyrex is thought to have ruled over the region of Galar during ancient times as a king – a fact no doubt helped by its ability to understand the human language through telepathy thanks to its strong psychic abilities. Through this, it was able to bring in regular harvests for the Crown Tundra's various inhabitants, growing both Iceroot and Shaderoot Carrots to feed its two Legendary steeds. Regardless of whether it's fused into a higher form or not, Calyrex always boasts a green, bud-like crown that begins to shine whenever it uses its psychic powers.

POKÉ FACT

CALYREX HAS FAIRLY BALANCED STATS ON ITS OWN BUT YOU ARE BETTER OFF COMBINING IT WITH GLASTRIER OR SPECTRIER IF YOU ARE PLANNING ON USING IT IN YOUR BATTLE TEAM. WHEN PARTNERED UP, ITS COMBAT PROWESS IS BOOSTED CONSIDERABLY.

GALARIAN ARTICUNO

POKÉMON TYPE: *PSYCHIC/FLYING*

■ Galarian Articuno boasts a lavender colour on its talons, wings, and chest, in stark contrast to the blue found in the Kanto iteration. It can fire psychic beams from its eyes when flying thanks to its different typing compared to the original, and it's known to migrate around the world although it's found most commonly in the Crown Tundra.

GALARIAN CORSOLA

POKÉMON TYPE: *GHOST*

■ Corsola's regional form in Galar is Ghost-type due to changes in the climate changing the temperature of its natural oceanic habitat. Its once prominent branches appear faded compared to the ones you find in Johto. Galarian Corsola can't inflict damage directly but can choose to take root inside enemies from the inside.

GALARIAN ZAPDOS

POKÉMON TYPE: *FIGHTING/FLYING*

■ Galarian Zapdos forgoes the traditional version's Electric in favour of Fighting, giving it the ability to deliver powerful kicks to its opponents; this somewhat makes up for its inability to fly quite as high. Its body is reddish orange with black plumage all over, giving it a far more menacing look – though it keeps the iconic spiked feathers.

GALARIAN MOLTRES

POKÉMON TYPE: *DARK/FLYING*

■ Galarian Moltres gives off a sinister dark energy, one that blazes fiercely from within its black-and-scarlet body. It attacks foes by spreading its wings wide, unleashing a devastating aura that enters their minds and burns away at them from within. This act often reduces rival Pokémon to nothing more than burned-out shadows.

GALARIAN PONYTA

POKÉMON TYPE: *PSYCHIC*

■ Galarian Ponyta is a lot more squat compared to its fiery Kanto counterpart. Its mane and tail also exude psychic energy as opposed to flames, resulting in a much friendlier cotton-candy look overall. Its horn has healing powers and can read the contents of a person's heart to determine if they're good or evil.

GALARIAN WEEZING

POKÉMON TYPE: *POISON/FAIRY*

■ Nope. That's not a chimney. It's a Galarian Weezing, complete with hat-like spires jutting out of its head that enable it to absorb polluted air from factories and expel it as a cleaner, more breathable resource. It's much friendlier to the environment compared to its Kanto counterpart, then, but it still has poisonous clouds shrouding its face.

OBSTAGOON

POKÉMON TYPE: *DARK/ NORMAL*

■ The third and final form of Zigzagoon, Obstagoon is a black-and-white badger Pokémon that stands on its hind legs and has a long tongue almost always protruding from its mouth. Its existence and evolution from Linoone came about due to the harsh conditions found in certain places in Galar.

GALARIAN SLOWBRO

POKÉMON TYPE: *POISON/PSYCHIC*

■ Evolving from a Galarian Slowpoke when exposed to a Galarica Cuff, the version of Slowbro native to Galar wears its Shellder on its arm instead of its tail. It attacks by grabbing Shellder's tongue, which causes poisonous fluid to be expelled from its tip. Deep purple accents give it a distinct appearance.

SIRFETCH'D

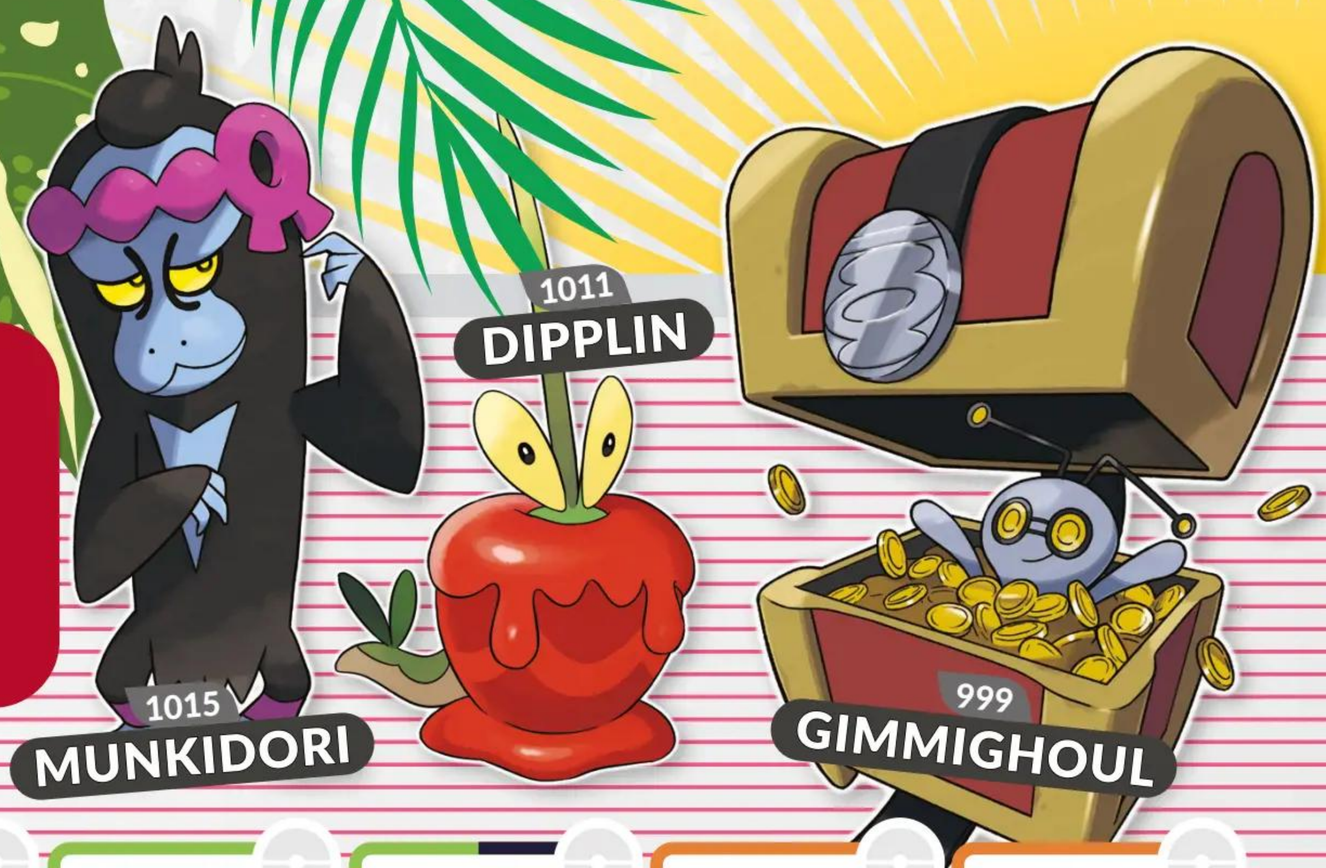
POKÉMON TYPE: *FIGHTING*

■ Sirfetch'd evolves from Galarian Farfetch'd and wields a giant leek as a lance and a bunch of tough leaves as a shield. This gives Sirfetch'd an undeniably knightly appearance, in line with its preference to fight chivalrously against its rivals. One of Galar's famous paintings shows Sirfetch'd duelling with Escavalier.

Paldea

REGION

Pokédex:
906-1025



906 SPRIGATITO

907 FLORAGATO

908 MEOWSCARADA

909 FUECOCO

910 CROCALOR

911 SKELEDIRGE

912 QUAXLY

913 QUAXWELL

914 QUAQUAVAL

915 LECHONK

916 OINKOLOGNE

917 TAROUNTULA

918 SPIDOPS

919 NYMBLE

920 LOKIX

921 PAWMI

922 PAWMO

923 PAWMOT

It's time to travel to the most recent Pokémon region, where the past and future collide!

Welcome to Paldea: perhaps the most unique Pokémon region we have seen so far. This wide-open expanse is based on Spain and the Iberian Peninsula, meaning it mainly has a warm climate with plains, forests and deserts, but there are mountainous regions where snow forms too. At the heart of the landmass is a strange crater called Area Zero, which bends time to the past or future – we'll get to that in a moment.

But first: the Pokémon! 'Cute' seems to be the word that might come to mind when glancing over these pages of Paldean Pocket Monsters. Look at Fidough, Smoliv, Pawmi, Tandemaus and Tinkatink, and you'll get a solid idea of what you can expect to encounter when wandering the wilds. That's not to say Paldea isn't diverse. If you're looking for a more formidable squad, you'll want to track down Frigibax and Charcadet or opt for Fuecoco as your starter, as these all evolve into some pretty gnarly-looking Pokémon.

Now, back to Area Zero. This zone hosts Paldea's ace in the hole: Paradox Pokémon. Depending on if you're playing *Pokémon Scarlet* or *Violet*, you'll encounter Pokémon from the distant past or far-off future – interestingly, they all share a common modern Pokémon ancestor. Make sure to buddy up with someone who has the opposite version to collect them all – each and every Paradox Pokémon is worth having in battle!

POKÉ FACT

TO EVOLVE YOUR PAWMO INTO PAWMOT, YOU NEED TO DO SOMETHING A LITTLE UNIQUE. YOU HAVE TO WALK 1,000 STEPS WITH YOUR PAWMO USING THE LET'S GO FEATURE IN POKÉMON SCARLET & VIOLET.

POKÉMON TYPES: NORMAL | FIRE | WATER | GRASS | ELECTRIC | ICE | FIGHTING | POISON | GROUND | FLYING | PSYCHIC

924 TANDEMAUS
925 MAUSHOLD
926 FIDOUGH
927 DACHSBUN
928 SMOLIV
929 DOLLIV
930 ARBOLIVA
931 SQUAWKABILLY
932 NACLI
933 NACLSTACK
934 GARGANACL
935 CHARCADET
936 ARMAROUGE
937 CERULEDGE
938 TADBULB
939 BELLIBOLT
940 WATTREL
941 KILOWATTREL
942 MASCHIFF
943 MABOSSTIFF
944 SHROODLE
945 GRAFAIAI
946 BRAMBLIN
947 BRAMBLEGHAST
948 TOEDSCOOL
949 TOEDSCRUEL
950 KLAWF
951 CAPSAKID
952 SCOVILLAIN
953 RELLOR
954 RABSCA
955 FLITTLE
956 ESPATHRA
957 TINKATINK

915 LECHONK

POKÉ FACT

ARMAROGUE AND CERULEDGE ARE EFFECTIVELY VERSION EXCLUSIVE EVOLUTIONS OF CHARCADET. YOU CAN ONLY GET AUSPICIOUS ARMOR IN SCARLETT (USED TO OBTAIN ARMAROUGE) AND MALICIOUS ARMOR (CERULEDGE) IN VIOLET.

BUG | ROCK | GHOST | DRAGON | DARK | STEEL | FAIRY

909
FUECOCO

958 TINKATUFF

959 TINKATON

960 WIGLETT

961 WUGTRIO

962 BOMBIRDIER

963 FINIZEN

964 PALAFIN

965 VAROOM

966 REVAVROOM

967 CYCLIZAR

968 ORTHWORM

969 GLIMMET

970 GLIMMORA

971 GREAVARD

972 HOUNDSTONE

973 FLAMIGO

974 CETODDLE

975 CETITAN

976 VELUZA

977 DONDOZO

978 TATSUGIRI

979 ANNIHILAPE

980 CLODSIRE

981 FARIGIRAF

982 DUDUNSPARCE

983 KINGAMBIT

984 GREAT TUSK

985 SCREAM TAIL

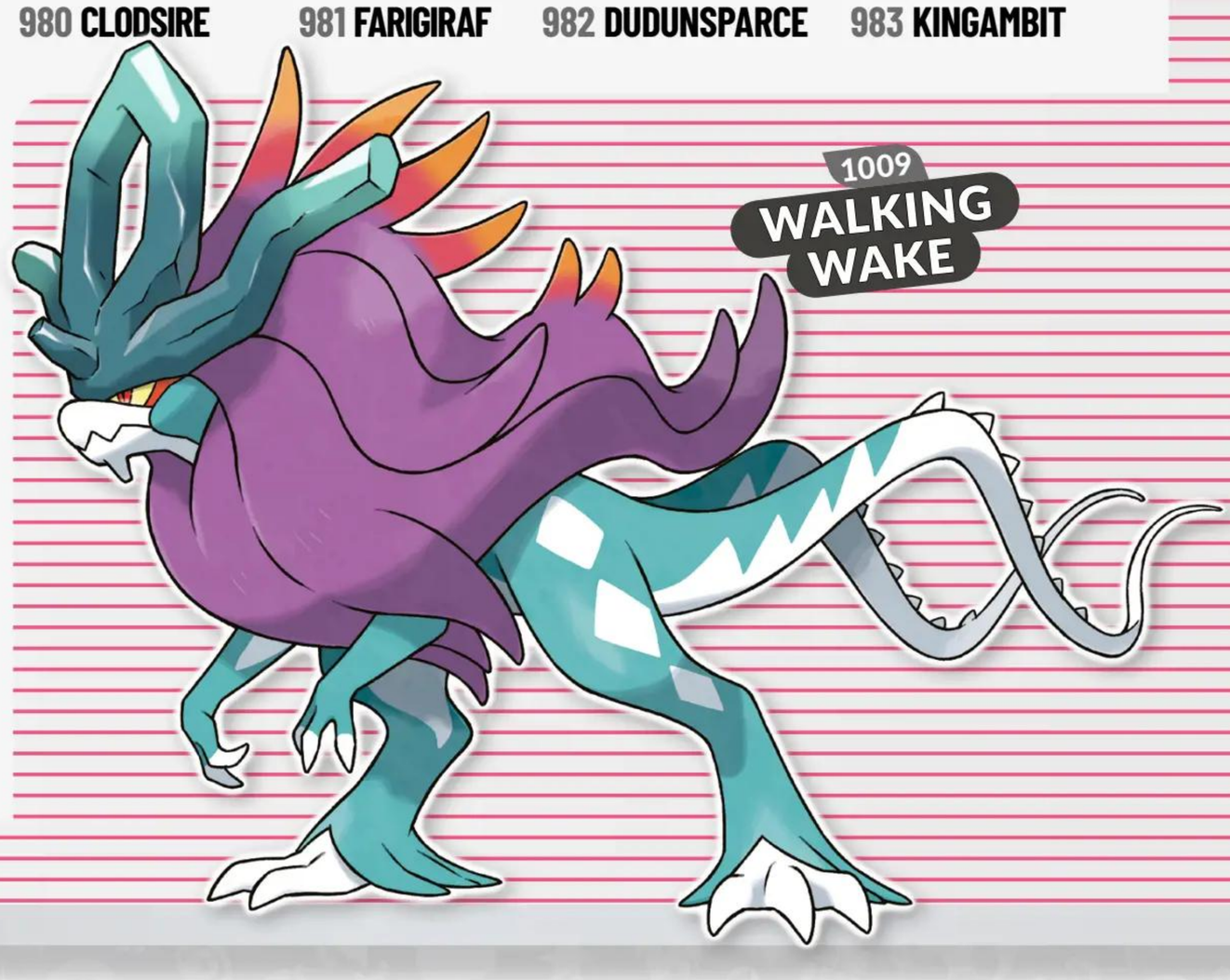
986 BRUTE BONNET

987 FLUTTER MANE

988 SLITHER WING

989 SANDY SHOCKS

1009
WALKING WAKE



POKÉMON TYPES: NORMAL | FIRE | WATER | GRASS | ELECTRIC | ICE | FIGHTING | POISON | GROUND | FLYING | PSYCHIC

PALDEA REGION

939 BELLIBOLT

990 IRON TREADS

991 IRON BUNDLE

992 IRON HANDS

993 IRON JUGULIS

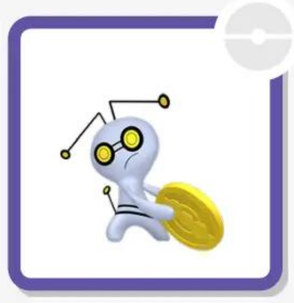
994 IRON MOTH

995 IRON THORNS

996 FRIGIBAX

997 ARCTIBAX

998 BAXCALIBUR



999 GIMMIGHOUL

1000 GHOLDENGO

1001 WO-CHIEN

1002 CHIEN-PAO

1003 TING-LU

1004 CHI-YU

1005 ROARING MOON

1006 IRON VALIANT

1007 KORAIDON

1008 MIRAIDON

1009 WALKING WAKE

1010 IRON LEAVES

1011 DIPPLIN

1012 POLTCHAGEIST

1013 SINISTCHA

1014 OKIDOGI

1015 MUNKIDORI

1016 FEZANDIPITI

1017 OGERPON

1018 ARCHALUDON

1019 HYDRAPPLE

1020 GOUGING FIRE

1021 RAGING BOLT

1022 IRON BOULDER

1023 IRON CROWN

1024 TERAPAGOS

1025 PECHARUNT

1016 FEZANDIPITI

BUG | ROCK | GHOST | DRAGON | DARK | STEEL | FAIRY

PALDEA POKÉMON

906 SPRIGATITO

GRASS EVOLUTIONARY LINE

POKÉMON TYPE: ***GRASS***

HOW TO OBTAIN: **Received from Director Clavell in Cabo Poco**

■ The Grass-type starter of Generation IX is an adorable green kitten with big red eyes and a darker leaf pattern on its face. Rather than typical fur, its coat is grassy, meaning it can photosynthesise when lounging in the sunshine. Sprigatito loves attention, becoming moody if it gets ignored.

907 FLORAGATO

POKÉMON TYPE: ***GRASS***

■ Evolving from Sprigatito at level 16, Floragato begins to walk on its hind legs, and the leafy mask on its face darkens. While its coat is usually soft, when this Pokémon is ready for battle, its fur becomes tough and pointy, like pine needles. This intelligent feline is mischievous and enjoys pulling pranks.

POKÉ FACT

MEOWSCARADA'S SPEED IS IMPRESSIVE. IT IS THE QUICKEST OUT OF ALL THE FULLY EVOLVED PARTNER POKÉMON.

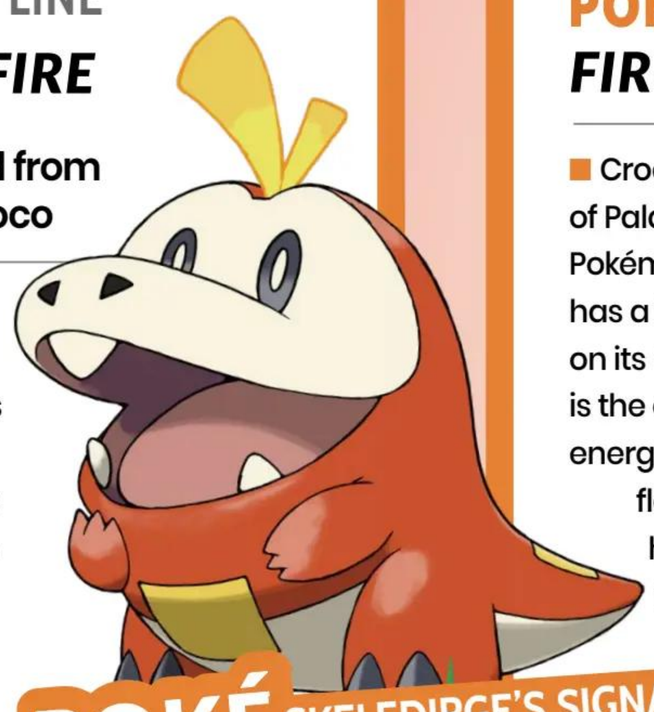
909 FUECOCO

FIRE EVOLUTIONARY LINE

POKÉMON TYPE: ***FIRE***

HOW TO OBTAIN: **Received from Director Clavell in Cabo Poco**

■ This small, red-and-yellow crocodile looks like a spicy chilli pepper and is very laid-back. Its body contains an organ called a flame sac, which is the source of its Fire-type attacks. Fuecoco loves food and will roast fruit using its flames. The yellow tufts on its head can emit light thanks to its internal flame.



910 CROCALOR

POKÉMON TYPE: ***FIRE***

■ Crocalor is the middle stage of Paldea's Fire-type partner Pokémon, evolving at level 16. It has a fiery sombrero-style hat on its head, the source of which is the crocodile's intrinsic flame energy. Crocolor can use the flaming ball at the tip of its hat as a projectile to cause flame damage.

POKÉ FACT

SKELEDIRGE'S SIGNATURE TORCH SONG ATTACK BOOSTS ITS ALREADY-IMPRESSIVE SPECIAL ATTACK STAT WHILE DEALING DECENT DAMAGE.

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STARTER TRIO

PALDEA REGION

908 MEOWSCARADA

POKÉMON TYPE:
GRASS/DARK

■ At level 36, Floragato can evolve. The final evolution in the line, Meowscarada, gains Dark as a secondary typing. A talented magician, this humanoid cat can place floral bombs on its opponent before they even realise what's happened. Its signature move – the Grass-type Flower Trick – deals a critical hit every time.

911 SKELEDIRGE

POKÉMON TYPE:
FIRE/GHOST

■ Crocolor evolves into the big, red and scaly Skeledirge at level 36. Its fire is incredibly hot, burning at over 3,000 degrees Celsius, making its Flamethrower an attack to be reckoned with. Part Ghost type, its Shadow Ball move is a powerful curveball against those who aren't expecting it. Skeledirge is an excellent singer, soothing Pokémon who hear its song.

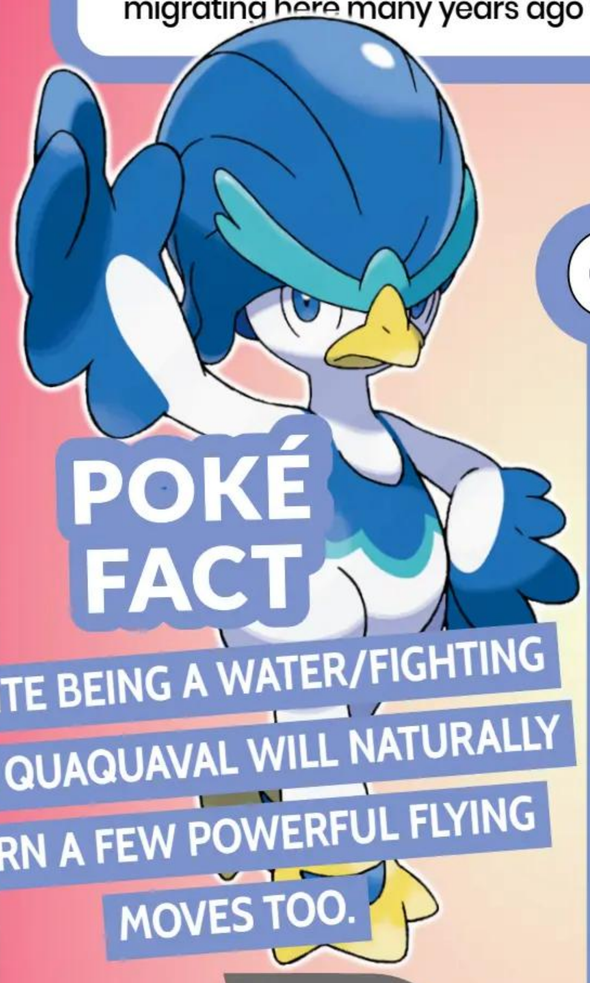
912 QUAXLY

WATER EVOLUTIONARY LINE

POKÉMON TYPE: WATER

HOW TO OBTAIN:
Received from Director Clavell in Cabo Poco

■ Quaxly takes great pride in its appearance, especially its hair, which it styles using oil secreted from its body. This substance is waterproof, ensuring the duck-like Pokémon stays dry in water. Despite being one of the starter Pokémon of the region, Quaxly isn't a native species to Paldea, migrating here many years ago from an unknown place.



POKÉ FACT

DESPITE BEING A WATER/FIGHTING TYPE, QUAQUAVAL WILL NATURALLY LEARN A FEW POWERFUL FLYING MOVES TOO.

913 QUAXWELL

POKÉMON TYPE:
WATER

■ Quaxly evolves into the much more stoic Quaxwell at level 16. This Pokémon loves to dance, training its strong legs by running through shallow water. In addition to helping it master a variety of dance styles, its legs have the power to perform strong kicks in the heat of battle.

914 QUAQUAVAL

POKÉMON TYPE: WATER/FIGHTING

■ Evolving at level 36 and gaining the Fighting type, Quaquaval harnesses its strong legs to dance and fight, taking influence from the Brazilian martial art of Capoeira. When in battle, Quaquaval shows off by creating a peacock-like tail with feathers made of water. Its signature Aqua Step deals reliable damage and boosts its speed.

926 FIDOUGH

POKÉMON TYPE: ***FAIRY***

HOW TO OBTAIN: **South Province (Area One) and South Province (Area Two)**

Part puppy, part pastry, this delectable Fairy-type Pokémon looks good enough to eat, with big, round ears that look like cakes or bread buns adorning its head and a pastry-like plait running down its back. It also has what looks like a doughnut around its neck. Its head is quite large in proportion to its body, while its legs are small and stubby. Its main body is a light cream colour, but it also features yellow accents on its ears, head, neck and tail that look a little like butter. Fidough's soft skin is stretchy like unbaked dough, enabling it to puff itself up to appear more menacing when threatened. Fidough makes a handy kitchen companion thanks to the yeast content of its breath, which can be used to ferment things, making it a baker's best friend and well-loved by humans. Fidough's ability is Own Tempo, meaning this canine can't become confused. Using an Ability Patch on it will unlock the hidden ability Klutz, which protects the Pokémon from the negative effects of held items.

Starting at level 26, Fidough can evolve into Dachsbun, growing in size, darkening in colour and looking more like its namesake, the real-world dachshund. While Fidough is loved by bakers and chefs, Dachsbun is popular with farmers, as it releases a sweet smell that is said to help crops grow – stimulating the growth of wheat in particular. When Dachsbun faces intense heat, its skin will harden like bread in an oven. Due to this, its Well-Baked Body ability raises its defence when hit by a Fire-type move.

POKÉ FACT

WHILE FIDOUGH IS USUALLY WHITE, ITS SHINY FORM IS A LIGHTLY TOASTED BROWN COLOUR.

PAWMI 921

POKÉMON TYPE: ***ELECTRIC***

HOW TO OBTAIN: **South Province (Area One), South Province (Area Three), South Province (Area Four), East Province (Area One) and Area Zero**

Thanks to the lasting popularity of Pokémon's mascot, Pikachu, every new Generation has added an Electric-type rodent with striking similarities to the famous mouse – the most prominent being cheek pouches where electric power is stored. Generation IX was no different, introducing Pawmi and its two evolutions, Pawmo and Pawmot. While its first evolution is straightforward, occurring when the small rodent reaches a modest level 18, the next stage of development harnesses *Pokémon Scarlet & Violet*'s novel Let's Go feature. Once Pawmo has walked 1,000 steps alongside its Trainer and levels up outside a Poké Ball, it will change into its final form. Both of Pawmi's evolutions have a secondary Fighting type, meaning they can pack a punch. While Pawmi itself has powerful-looking paws, it isn't able to stand on its hind legs long enough to make use of them proficiently in battle.

When attacking, or if it feels threatened, Pawmi can generate an electric current in its cheeks. However, because the electrical sacs within them are quite underdeveloped, it must rub its paws against them to generate enough static to cause damage. Because its paws have special pads that conduct electricity, it can transfer the shock built up by rubbing its cheeks to an opponent through contact with its paws. When its forepaws discharge this electricity, they glow blue with static. Some of the electrical attacks Pawmi can use are Thundershock, Nuzzle, Spark and Discharge, but it can also learn Dig and Bite.

POKÉ FACT

PAWMI IS THE ONLY OTHER 'PIKACHU CLONE' THAT CAN EVOLVE.

PALDEA REGION

999 GIMMIGHOUL

POKÉMON TYPE: *GHOST*

HOW TO OBTAIN: Found near ruins and watchtowers

■ Gimmighoul is a unique Pokémon in that it has two different appearances: Chest Form and Roaming Form. The latter cannot be battled or captured in *Pokémon Scarlet & Violet*. Instead, finding one in its hiding place will cause the tiny, metallic Pokémon to run off, leaving its precious Gimmighoul Coin behind. However, the Roaming Form of this Ghost type can be captured by players through *Pokémon Go* and transferred to the Switch games. Catching a Chest Form Gimmighoul is possible, but you'll have to go on a bit of a treasure hunt to find one. Coming across and opening a red, black and gold chest – most likely to be found near the watchtowers and ruins that dot Paldea – will reveal the little Pokémon inside, surrounded by the coins it so loves. Although its chest disguise is heavy, stunting the Pokémon's movement, it provides a good defence against attacks. Legends say that a terrible curse will befall anyone who steals from a Gimmighoul's chest.

POKÉ FACT

GHOLDENGO IS ONE OF ONLY FOUR STEEL/GHOST TYPES IN THE ENTIRE ROSTER OF POKÉMON.

GHOLDENGO 1000

POKÉMON TYPE: *STEEL/GHOST*

■ Upon collecting 999 Gimmighoul Coins from the small-statured wanderers of Paldea and levelling up your own Gimmighoul, it will evolve into Gholdengo, making obtaining this golden Pokémon quite a challenge. Unlike many evolutions, once started, the change cannot be stopped. Gholdengo's entire body is made of the Gimmighoul Coins it used to evolve, giving it a shiny, metallic appearance. Gholdengo has a unique ability called Good As Gold, which grants it immunity to other Pokémon's status moves. However, this also means it can't reap the benefits of healing status moves such as Life Dew in double battles. Gholdengo is also currently the only Pokémon that can learn the Steel-type attack Make It Rain – which as well as having a high 120 attack power, also lowers the Special Attack stat of its opponents. Just like Meowth's Pay Day, this attack scatters coins over the battlefield that can be collected by its Trainer – making it a handy tool for cash-strapped adventurers.

936 AMAROUGE

POKÉMON TYPE: ***FIRE/PSYCHIC***

HOW TO OBTAIN: **Evolves from Charcadet using Auspicious Armor**

■ The Fire-type Pokémon Charcadet has two ways of evolving depending on which version of the game you are playing. In *Pokémon Scarlet*, a man in the town centre of Zapapico will trade you 10 Bronzor Fragments – earned by defeating enough of these plate-like Pokémon – for a relic called the Auspicious Armor. Using this item on Charcadet will see it evolve into Armarouge, the 'Fire Warrior' Pokémon. This humanoid Pokémon is black and red in colour and dons a gold plate of armour to protect its body. Its chunky pauldrons double up as a cannon that can unleash powerful blasts of flame. It's said that this armour once belonged to a legendary warrior and is where Armarouge's psychic power comes from. A noble, chivalrous Pokémon, Armarouge enjoys fair competition and doesn't like to back down from a fight. It is the only Pokémon able to use the move Armor Cannon. While powerful, this Fire-type move also lowers the user's Defence and Special Defence stats.

POKÉ FACT IN BATTLE, ARMAROUGE WILL TRY TO FOCUS ON DEFENCE FIRST BEFORE TRYING TO OVERPOWER ITS OPPONENT WITH FLASHY ATTACKS.

CERULEDGE 937

POKÉMON TYPE: ***FIRE/GHOST***

HOW TO OBTAIN: **Evolves from Charcadet using Malicious Armour**

■ Ceruledge is a branching evolutionary form of Charcadet that can be obtained in *Pokémon Violet* through trading ten Sinistea Chips with a woman near Zapapico's fountain – in return, she will give you the Malicious Armour. When presented to Charcadet, it will evolve into a purple-clad knight equipped with retractable arm blades with a ghostly, flaming aura. Slashes from these swords cause its opponent's soul energy to leak from their wounds, which Ceruledge can absorb. Its signature move, Bitter Blade, deals high Fire damage, but also heals Ceruledge for half of the damage done, making it a must-have attack. Ceruledge is most efficient in combat when it can get in close to its enemy, utilising moves like Shadow Sneak and Phantom Force to attack from the shadows. It's a ruthless battler and will try any trick to win, relying on its high speed to get in devastating attacks before the enemy can land a hit.

PALDEA REGION

967 CYCLIZAR

POKÉMON TYPE: ***DRAGON/NORMAL***

HOW TO OBTAIN: East Province (Area One), East Province (Area Two), West Province (Area One), West Province (Area Two), West Province (Area Three), Asado Desert

■ This Pokémon is very friendly with humans, being domesticated and used as a form of transport for thousands of years. This is a symbiotic relationship, as ferrying people around allows Cyclizar to use up its energy and gives it purpose. In modern Paldea, Cyclizar is kitted out with seats, headlights and even luggage racks, and is used much like a motorcycle. In its ride form, it can reach a maximum speed of around 70 miles per hour. In this shape, Cyclizar puffs up its black, tyre-like throat sac and curls its tail to create two wheels. Its basic form sees it run freely on four legs, while in its battle form, it adapts to fighting bipedally, standing on its hind legs. One of Cyclizar's strongest attacks is Dragon Rush, where it slams into its opponent at such great speed that it can cause them to flinch.

POKÉ FACT

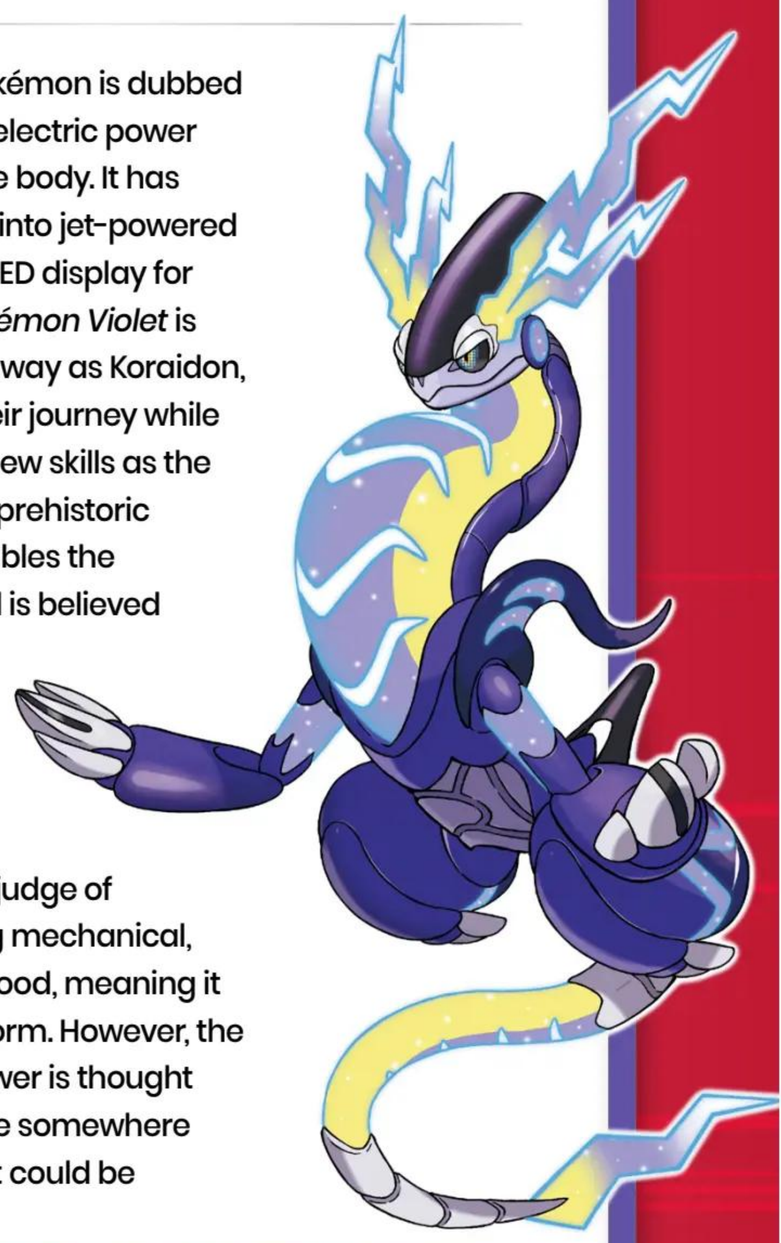
BY USING THE MOVE SHIFT GEAR, CYCLIZAR CAN INCREASE BOTH ITS SPEED AND ATTACK.

1008 MIRAIDON

POKÉMON TYPE: ***ELECTRIC/DRAGON***

HOW TO OBTAIN: Near Poco Path Lighthouse

■ This futuristic purple Pokémon is dubbed the Iron Serpent and has electric power coursing through its entire body. It has folding legs that can turn into jet-powered engines and an emotive LED display for a face. The mascot of *Pokémon Violet* is encountered in the same way as Koraidon, carrying the player on their journey while levelling up and gaining new skills as the game progresses. Like its prehistoric counterpart, it also resembles the modern-day Cyclizar and is believed to be related to it somehow. As well as possessing great speed, this robotic reptile is intelligent and perceptive and is a good judge of character. Despite looking mechanical, Miraidon does consume food, meaning it must be a biological life form. However, the source of its electrical power is thought to be an advanced engine somewhere inside its body, meaning it could be closer to an android.

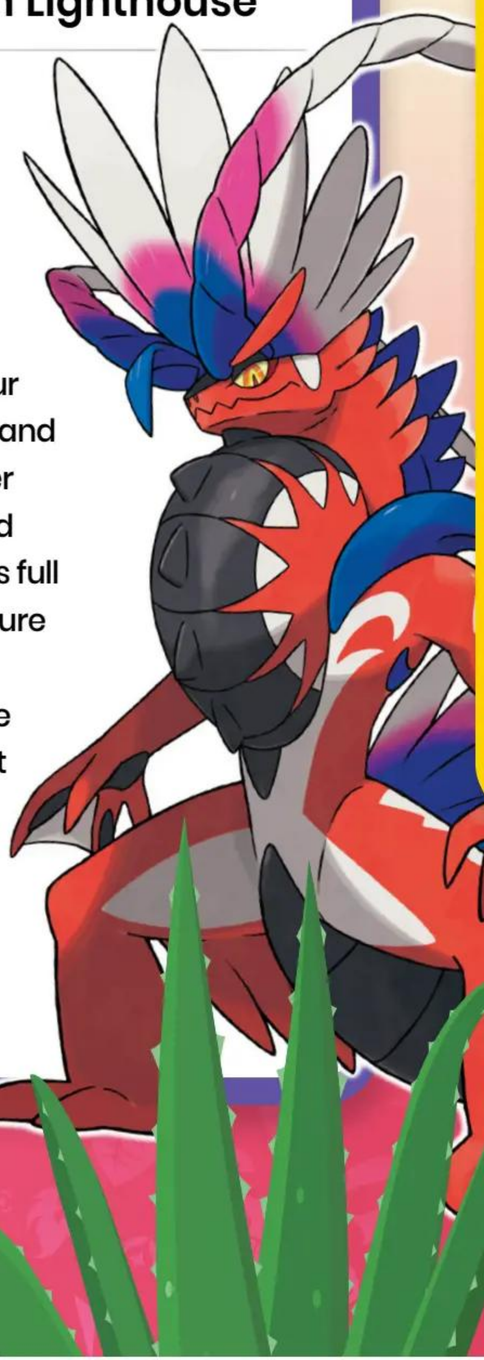


KORAIDON 1007

POKÉMON TYPE: ***FIGHTING/DRAGON***

HOW TO OBTAIN: Near Poco Path Lighthouse

■ Said to be an ancient form of Cyclizar, Koraidon is the player's main mode of transportation around Paldea after feeding it a sandwich and gaining its trust soon after picking their first partner Pokémon – as long as they're playing *Scarlet*. Although it can't battle at this early stage, adventuring with your red, feathered steed sees it unlock new forms and ways to get around, such as gaining the power to run faster, cross water, climb mountains and glide through the air. Eventually, it will regain its full strength and be able to battle, using its signature move, Collision Course. Possessing ancient energy, Koraidon can harness the power of the sun, summoning harsh sunlight when brought into battle with its ability, Orichalcum Pulse. Resembling the feathered serpents of Mesoamerican mythology, Koraidon's beautifully coloured plumage extends out like wings when it glides through the air.



POKÉ FACT

A SECOND KORAIDON AND MIRAIDON CAN BE ENCOUNTERED IN AREA ZERO, WITH A CATCH RATE OF 1.6%.

PALDEA POKÉMON

PARADOX POKÉMON

GREAT TUSK

POKÉMON TYPE:
GROUND/FIGHTING

VARIANT OF: Donphan

This mammoth-like beast gets its name from the two giant tusks protruding from its face. Said to be a prehistoric form of Donphan, it may be that this Pokémon is from another timeline entirely. In *Pokémon Scarlet*, a Great Tusk of unusual size is dubbed the Quaking Earth Titan and roams the Asado Desert.

IRON BUNDLE

POKÉMON TYPE: ***ICE/WATER***

VARIANT OF: Delibird

This mechanical red-and-silver bird carries a lit-up blue sack that it uses to fire huge icy blasts. Hidden within its head is an extendable wire which allows it to elongate its neck. While sleeping, it powers down, and the blue lights that shine from its eyes and bag darken until it reawakens.

IRON TREADS

POKÉMON TYPE:
GROUND/STEEL

VARIANT OF: Donphan

This futuristic Donphan lacks the immense horns of Great Tusk, instead getting its name from the futuristic plating it uses to roll itself into a ball and whizz around. It also curls up to sleep, likely for added protection.

IRON LEAVES

POKÉMON TYPE:
GRASS/PSYCHIC

VARIANT OF: Virizion

A robotic variant of the Legendary Pokémon Virizion, Iron Leaves resembles a deer covered in grass-green armour plating. It is the only Pokémon that can learn Psyblade, a Psychic attack that has more power when used on Electric Terrain. This antlered creature could only be caught in a Tera Raid Battle.

POKÉ FACT

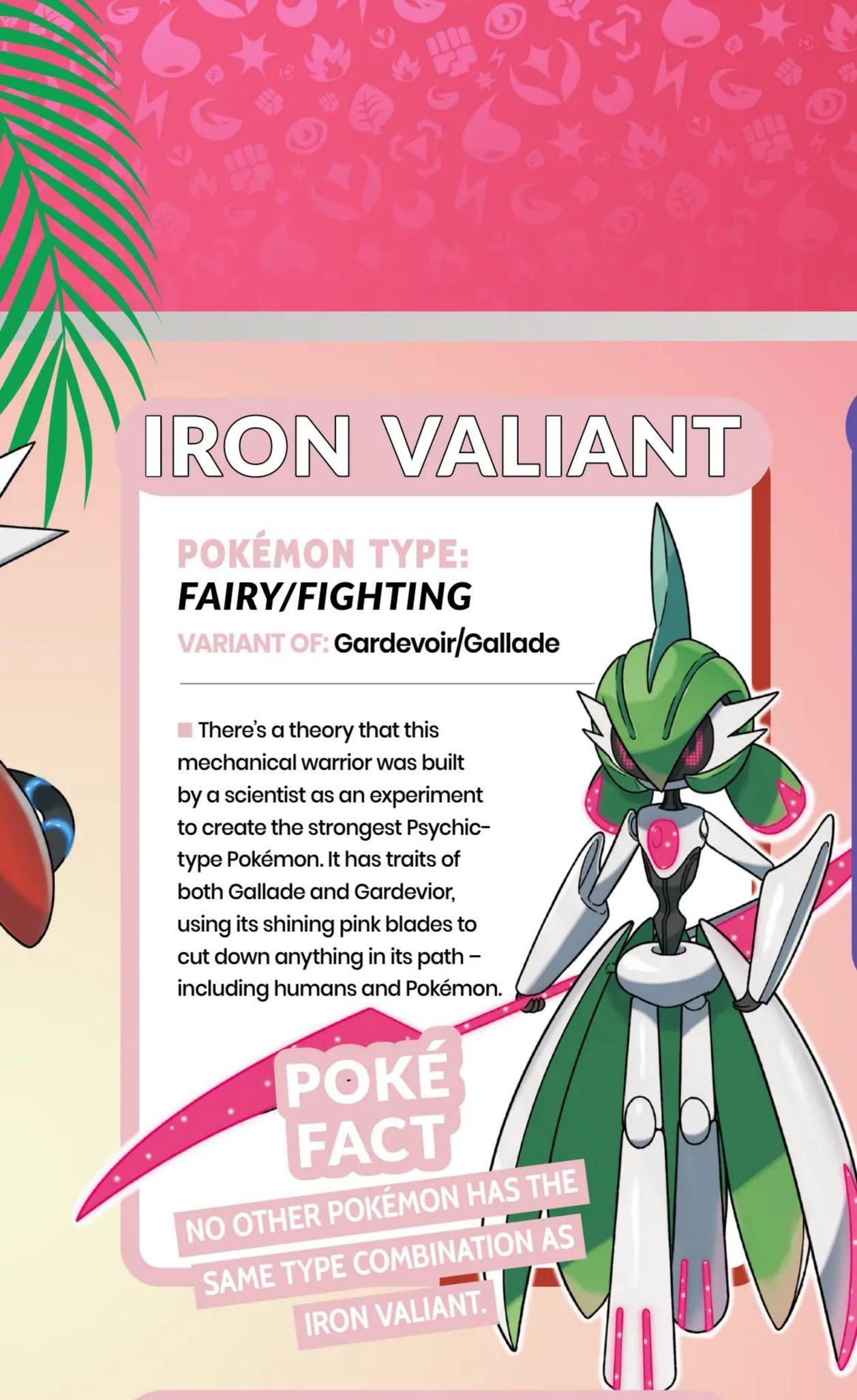
ASIDE FROM CYCLIZAR, DONPHAN IS THE ONLY POKÉMON TO HAVE A PAST AND FUTURE PARADOX FORM.

IRON VALIANT

POKÉMON TYPE:
FAIRY/FIGHTING

VARIANT OF: Gardevoir/Gallade

There's a theory that this mechanical warrior was built by a scientist as an experiment to create the strongest Psychic-type Pokémon. It has traits of both Gallade and Gardevior, using its shining pink blades to cut down anything in its path – including humans and Pokémon.



POKÉ FACT

NO OTHER POKÉMON HAS THE SAME TYPE COMBINATION AS IRON VALIANT.

SCREAM TAIL

POKÉMON TYPE: ***FAIRY/PSYCHIC***

VARIANT OF: Jigglypuff

Scream Tail has big, round, yellow eyes and pink cheeks that make it look like it's wearing blush. A long, curly tuft of hair starts at its temple and rolls down its back. This ancient Pokémon uses its psychic powers to levitate around instead of walking. Its ear-piercing scream is used in attacks like Hyper Voice and Boomburst.

ROARING MOON

POKÉMON TYPE:
DRAGON/DARK

VARIANT OF: Mega Salamence

Roaring Moon is the only Paradox Pokémon based on a Mega Evolution. Its name is taken from its vast, crescent-shaped scarlet wings, which have many blue-tipped feathers – these feathers are known to scatter when the dragon chases prey at high speed. It is a savage and ferocious creature that will attack if provoked.

RAGING BOLT

POKÉMON TYPE:
ELECTRIC/DRAGON

VARIANT OF: Raikou

Released as part of the *Indigo Disk* DLC for *Pokémon Scarlet*, while Raikou is based on the sabre-toothed tiger, this primordial iteration has a long neck surrounded by a storm cloud-like mane, more closely resembling a sauropod dinosaur, though it does still have feline facial features. Its signature moves are Thunderclap and Rising Voltage.

POKÉ FACT

THE SCARLET BOOK SHOWS AN IMAGE OF ALL THREE OF THE JOHTO LEGENDARY BEASTS COMBINED.

POKÉMON
THE ULTIMATE COLLECTOR'S GUIDE

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Cover images
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Printed in the UK

Distributed by Marketforce – www.marketforce.co.uk
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Pokémon The Ultimate Collector's Guide (GAB6432)
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Future plc is a public company quoted on the London Stock Exchange (symbol: FUTR)
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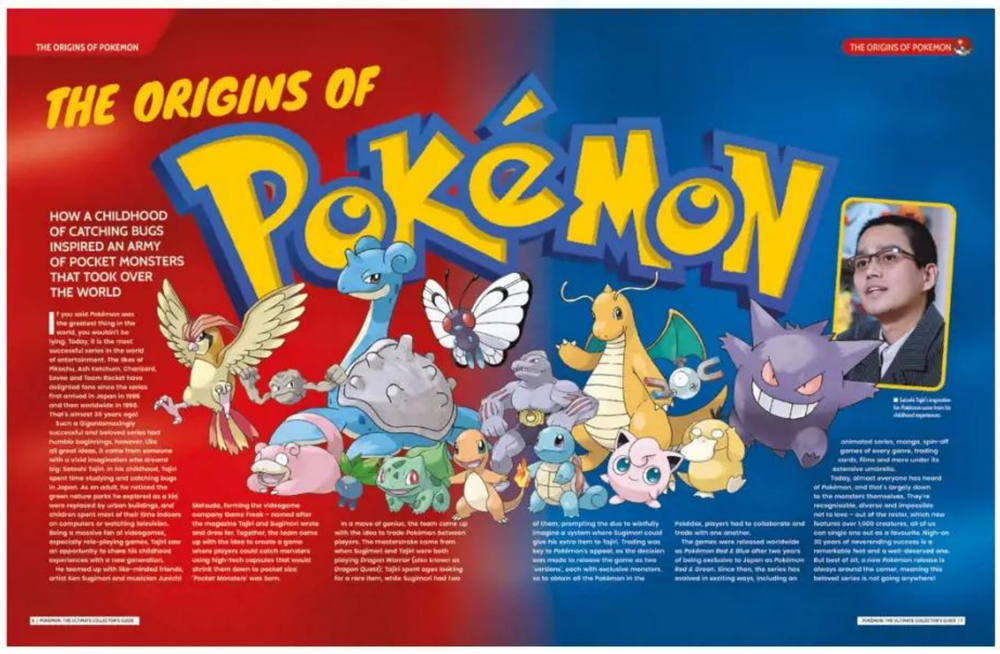

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